

DRAGONQUEST III

HD-2D REMAKE



SQUARE ENIX



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Dragon Quest III HD-2D Remake Walkthrough and Guide



Welcome to our Dragon Quest III HD-2D Remake (2024) walkthrough guide. This guide is entirely written using the 2024 release of the game. With it you can expect a full walkthrough from beginning to end, strategies for all boss encounters, all Mini Medal locations, all Seeds locations, and much more.

Dragon Quest III is originally the game that REALLY put the series of Dragon Quest on the map. I have fond memories of this game because my dad bought it when it released and I played it a lot before moving countries. Sadly I didn't play the game every again until the game was re released on the Switch several years ago. I played it quite a bit but life got busy and I never managed to finish it.

That being said, it's crazy how I didn't play another Dragon Quest game until VIII came out for PS2, and I of course got it because I wanted that FFXII demo disc. Anyway, after falling in love with VIII, I've been a huge advocate of the series, falling in love with 5 on the DS and later on with 11, so much so that I bought it 3 times.

Anyway, a bit off course, but I am here to bring you a guide to a game that I have many fond memories of. The last game I played with my father before separating, and here I am, writing a guide for the remake.

Follow me, as we find out how the 3-game journey of **Edrick** started, and how this first game (albeit it being the 3rd in the series) ends.

Yours,
~ vinheim

What this guide will offer:

- Complete walkthrough for the game from start to finish.
- Strategies for all boss fights.
- All Mini Medal Locations.
- And much, much more!

Character Personalities

Personalities are a huge thing in Dragon Quest 3 that decide how your character will grow up as a character. Of course I'm not talking about their personality (despite us talking about personalities haha), but I'm talking about stats. These will increase some stats while decreasing others. Some of them are better than others of course where it only has positives and no negatives.

You can get your personality at the start of the game based on your answers and for your party members, you can see which personality they'll get BEFORE even getting them. This allows you to "not" get them then go through the character again to see if it has a personality that you want.

Don't worry though. Throughout the game you can find books that will change the personality of your character. These can be used as many as you want (as many as you have of course), and if you don't want to permanently change their personality you can equip accessories that will change your personality as long as you have it equipped. These allow you to allocate your level up stat increase to your liking.

You can view more in-depth descriptions in the game's tips (menu - Misc. - Traveler's Tips).

Acrobat

- **Positives:** Agility
- **Negatives:** n/a

Aristocrat

- **Positives:** Luck, Wisdom
- **Negatives:** Resilience

Bat out of Hell

- **Positives:** Agility
- **Negatives:** n/a

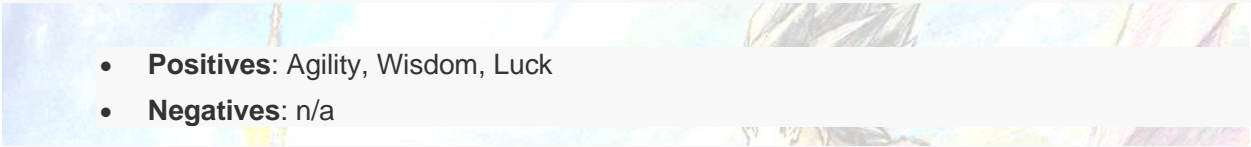
Bodybuilder

- **Positives:** Strength, Resilience
- **Negatives:** n/a

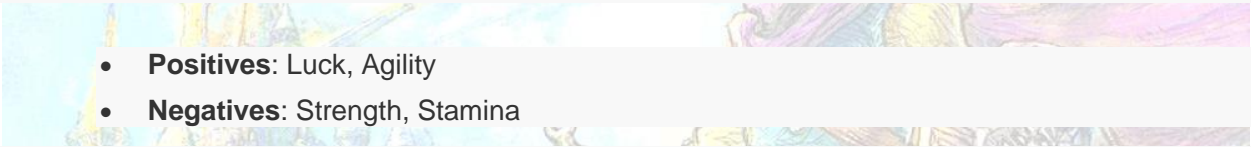
Charmer

- **Positives:** Stamina, Strength
- **Negatives:** n/a


Clown

- 
- **Positives:** Agility, Wisdom, Luck
 - **Negatives:** n/a


Contrarian

- 
- **Positives:** Luck, Agility
 - **Negatives:** Strength, Stamina


Crybaby

- 
- **Positives:** Luck, Wisdom
 - **Negatives:** Resilience

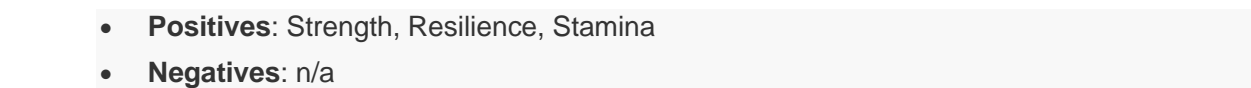
Daredevil

- 
- **Positives:** Agility, Stamina
 - **Negatives:** Resilience

Daydreamer

- 
- **Positives:** Agility, Wisdom
 - **Negatives:** n/a


Drudge

- 
- **Positives:** Strength, Resilience, Stamina
 - **Negatives:** n/a


Egghead

- **Positives:** Wisdom, Resilience
- **Negatives:** n/a


Everyman

- 
- **Positives:** Everything balanced
 - **Negatives:** n/a


Free Spirit

- 
- **Positives:** Resilience, Stamina
 - **Negatives:** Agility

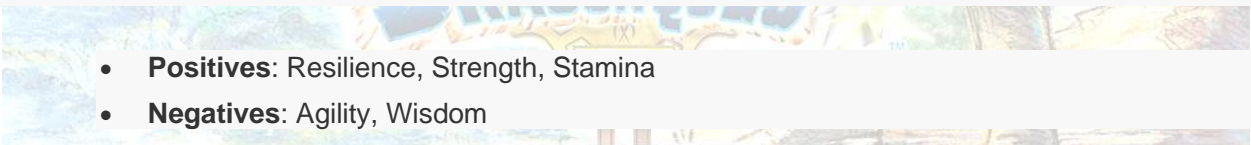
Genius

- 
- **Positives:** Wisdom, Agility
 - **Negatives:** n/a

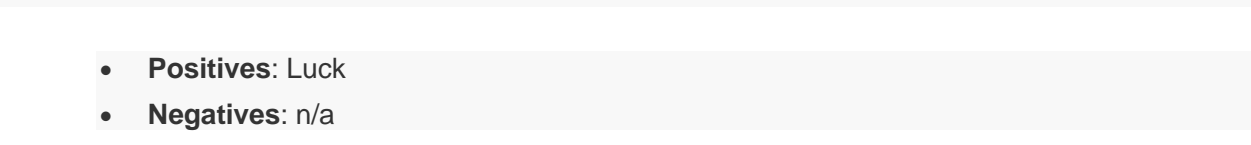
Good Egg

- 
- **Positives:** Everything balanced
 - **Negatives:** n/a

Gourmand

- 
- **Positives:** Resilience, Strength, Stamina
 - **Negatives:** Agility, Wisdom

Happy Camper

- 
- **Positives:** Luck
 - **Negatives:** n/a

Idealist

- **Positives:** Resilience, Strength
- **Negatives:** Luck

Ironclad

- **Positives:** Resilience, Stamina
- **Negatives:** n/a

Klutz

- **Positives:** Agility
- **Negatives:** Wisdom, Luck

Lazybones

- **Positives:** Stamina, Luck
- **Negatives:** Resilience, Wisdom

Lone Wolf

- **Positives:** Resilience, Stamina
- **Negatives:** Luck

Lout

- **Positives:** Luck
- **Negatives:** Wisdom


Lucky Devil

- **Positives:** Luck, Agility
- **Negatives:** n/a

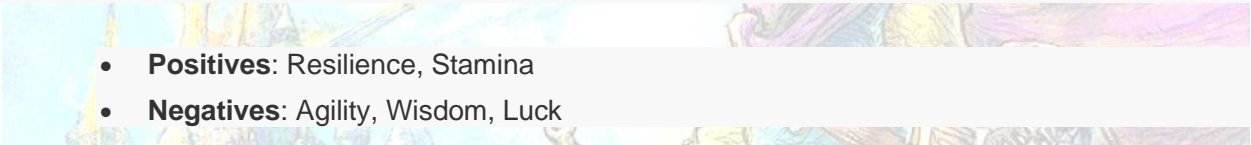
Meathead

- **Positives:** Strength
- **Negatives:** Wisdom


Meddler

- 
- **Positives:** Stamina
 - **Negatives:** n/a


Mule

- 
- **Positives:** Resilience, Stamina
 - **Negatives:** Agility, Wisdom, Luck

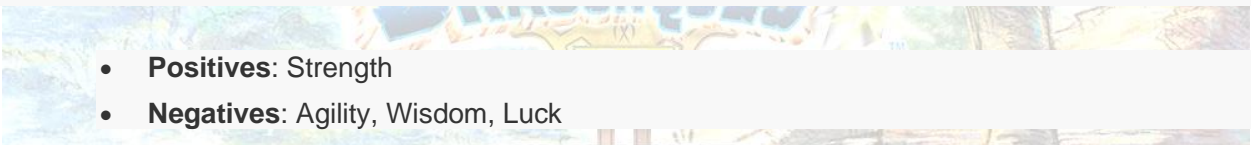
Narcissist

- 
- **Positives:** Agility
 - **Negatives:** n/a

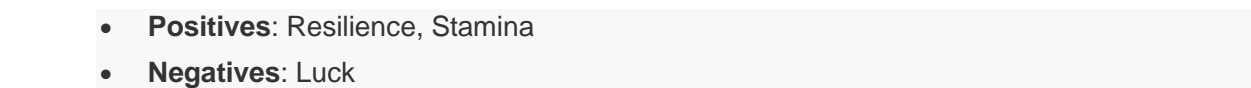
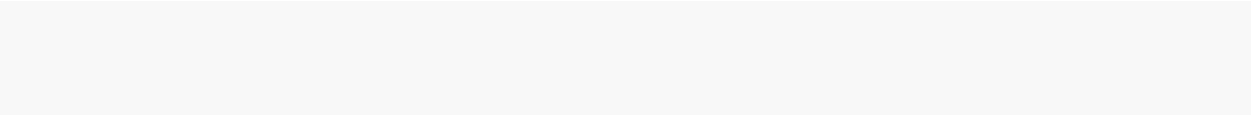
Paper Tiger

- 
- **Positives:** Stamina
 - **Negatives:** n/a

Paragon

- 
- **Positives:** Strength
 - **Negatives:** Agility, Wisdom, Luck


Plugger

- 
- **Positives:** Resilience, Stamina
 - **Negatives:** Luck
- 

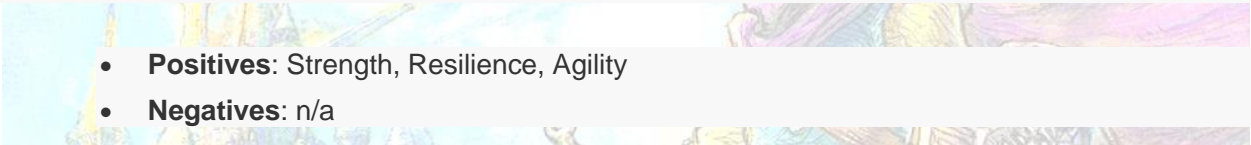
Scatterbrain

- **Positives:** Agility
- **Negatives:** n/a

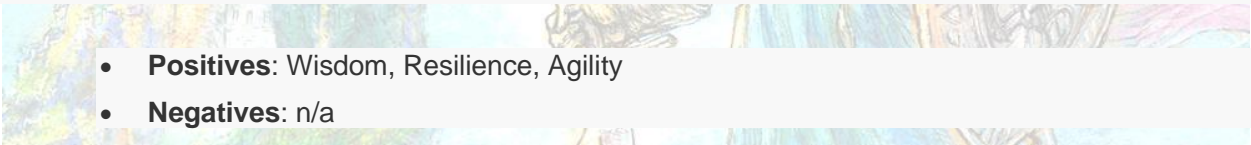
Shrinking Violet

- 
- **Positives:** Stamina, Wisdom
 - **Negatives:** Agility


Show-Off

- 
- **Positives:** Strength, Resilience, Agility
 - **Negatives:** n/a


Slippery Devil

- 
- **Positives:** Wisdom, Resilience, Agility
 - **Negatives:** n/a

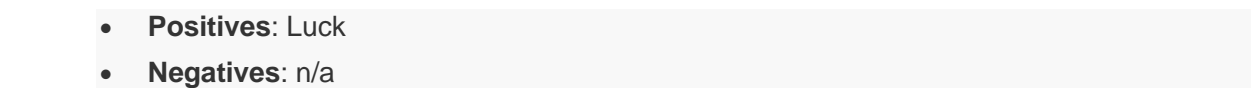
Socialite

- 
- **Positives:** Wisdom, Luck
 - **Negatives:** n/a

Sore Loser

- 
- **Positives:** Agility, Stamina
 - **Negatives:** n/a


Spoilt Brat

- 
- **Positives:** Luck
 - **Negatives:** n/a

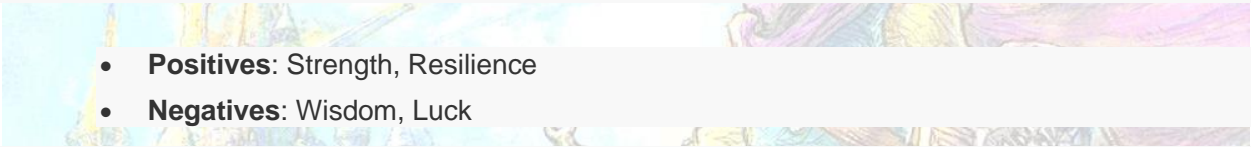
Straight Arrow

- **Positives:** Everything balanced
- **Negatives:** n/a


Tear-Away

- 
- **Positives:** Strength, Agility
 - **Negatives:** n/a


Thug

- 
- **Positives:** Strength, Resilience
 - **Negatives:** Wisdom, Luck

Tough Cookie

- 
- **Positives:** Stamina, Resilience
 - **Negatives:** Luck

Wimp

- 
- **Positives:** Wisdom, Luck
 - **Negatives:** Agility

Wit

- 
- **Positives:** Wisdom
 - **Negatives:** n/a

Vamp

- **Positives:** Agility, Luck, everything else balanced
- **Negatives:** n/a

Vocations

Gadabout

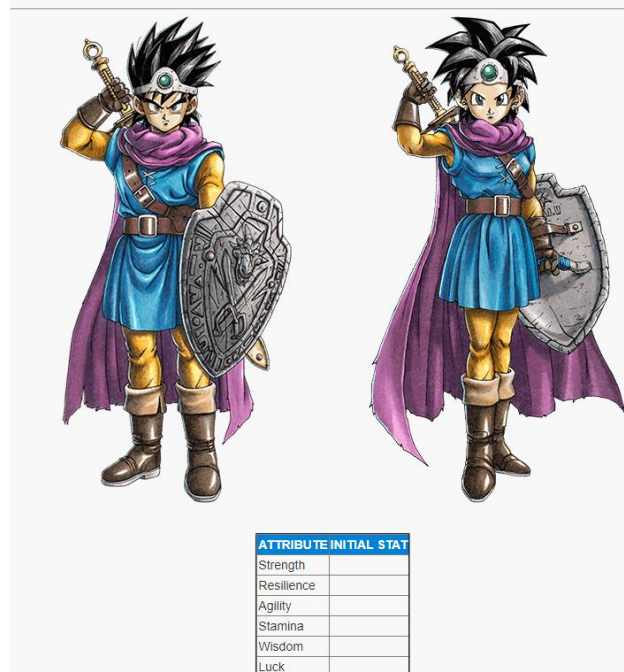


ATTRIBUTE	INITIAL STAT
Strength	Low
Resilience	Medium
Agility	Low
Stamina	High
Wisdom	Very Low
Luck	Very High

LEVEL	NAME
9	Sobering Slap
13	Whistle
22	Kerplunk Dance
25	Spooky Aura
31	Egg On
32	Harvest Moon
38	Hustle Dance
45	Channel Anger

Description: An odd job to start with. The Gadabout is a class that doesn't really get any offensive abilities and in combat they pretty much do whatever they want. This in short means they are very unreliable in fights. However, they learn some pretty unique abilities that no other job can get. That and they are the **ONLY** job that can change into a Sage, which is by large the best job in the game.

Hero



ATTRIBUTE	INITIAL STAT
Strength	
Resilience	
Agility	
Stamina	
Wisdom	
Luck	

LEVEL	NAME
2	Frizz
3	Heal
6	Poof
7	Evac
8	Flame Slash
9	Sizz
11	Kaclang
12	Snooze
13	Dodgy Dance
14	Zoom
14	Zin
14	Fizzle
14	Zap
17	Lightning Slash
18	Sizzle
18	Midheal
20	Holy Protection
22	Defending Champion
23	Gust Slash
26	Boom
24	Zapple
25	Zing
28	Meditation
30	Falcon Slash
32	Kasizz
33	Fullheal
38	Kazap
39	Omniheal
45	Gigaslash

Description: Our default character. They learn some good and unique spells and abilities, making them a good all rounder unit for your party. Based on your personality you have have them be more physically or magically oriented, in which both cases are ok.

Mage



ATTRIBUTE INITIAL STAT	
Strength	Low
Resilience	Medium
Agility	Medium
Stamina	Medium
Wisdom	Very High
Luck	Medium

LEVEL	NAME	LEVEL	NAME
1	Frizz	20	Crackle
2	Buff	21	Oomph
4	Crack	22	Bounce
7	Sizz	23	Boom
8	Kabuff	25	Tick-Tock
9	Evac	26	Kacrack
10	Deceleratle	27	Fuddle
11	Bang	29	Kasizz
12	Drain Magic	30	Sheen
12	Zoom	31	Fade
13	Sizzle	32	Kafrizz
14	Defizzle	33	Click
15	Peep	34	Kacrackle
16	Frizzle	36	Morph
19	Safe Passage	37	Puff!
		38	Kaboom
		40	Hocus Pocus

- **Description:** Your first real magic user in the game. They learn various spells and can pack quite a punch. They are extremely useful early on and in end game, although in end game you'll most likely want a Sage instead of a Mage, given their better stats and use of both Mage and Priest spells.

Martial Artist



ATTRIBUTE INITIAL STAT	
Strength	Very High
Resilience	High
Agility	Very High
Stamina	Medium
Wisdom	Medium
Luck	Low

LEVEL	NAME
3	Leg Sweep
7	Flying Knee
13	Hawkeye Claw
17	Wind Sickles
24	Knuckle Sandwich
28	Double Up
34	Helicopter
38	Multifists
43	Ripple of Disruption
47	Critical Claim

- **Description:** Your main physical attackers. They are fast and pack quite a punch. The only downside I see to them is their lack of weapons, but other than that they are fantastic units, great ones to start the game with.

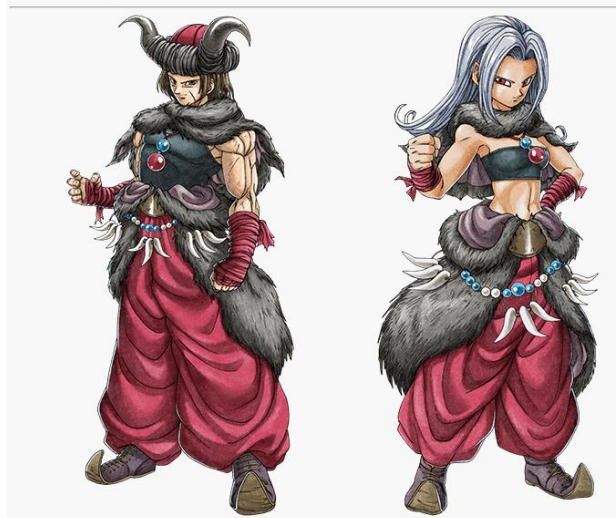
Merchant



ATTRIBUTE INITIAL STAT		LEVEL	NAME
Strength	Low	5	Stone's Throw
Resilience	High	9	Muster Strength
Agility	Very Low	12	Dig
Stamina	High	17	Service Call
Wisdom	Very High	24	Helicopter
Luck	High	36	Call to Arms

- Description:** Definitely the worst job in the game and one you should stay away from when starting the game. Their lack of offensive abilities make them a hassle to have in the party, but they do learn Muster Strength, an ability that doubles the next attack's damage. Still it's not worth getting a Merchant until you're in the end game and you want to get all the abilities.

Monster Wrangler



ATTRIBUTE INITIAL STAT		LEVEL	NAME
Strength	Medium	1	Tongue Lashing
Resilience	Medium	6	Soothing Song
Agility	Very High	10	Animal Instinct
Stamina	Medium	11	Emergency Groom
Wisdom	Low	13	Attack Attacker
Luck	Low	18	Warcry
		20	Tongue Bashing
		23	Flame Breath
		27	Boulder Toss
		36	Burning Breath
		44	C-C-Cold Breath
		1 Monster	Call of the Wild
		10 Monsters	Monster Pile On
		30 Monsters	Lashings of Love
		50 Monsters	Wild Side
		80 Monsters	Focus Pocus
		100 Monsters	Fog of War

- Description:** The remake's new job and a pretty good one at that. The Monster Wrangler learns many abilities to inflict status ailments with really high chances of hitting. They are also the only job that actually learns "Breath" abilities, making them even more useful. Many enemies are resistant to magic spells, but not one resists breath attacks. They also learn abilities based on the number of friendly monsters you've recruited, all of them extremely good and powerful.

Priest



ATTRIBUTE/INITIAL STAT	
Strength	Low
Resilience	Medium
Agility	Low
Stamina	Very High
Wisdom	Very High
Luck	Medium

LEVEL	NAME	
1	Heal	
2	Poof	18 Swoosh
3	Dazzle	20 Blasto
4	Woosh	22 Whack
6	Sap	22 Moreheal
7	Squelch	23 Zing
8	Snooze	26 Thwack
9	Accelerate	27 Insulate
10	Cock-a-Doodle-Do	31 Kaswoosh
10	Zin	32 Fullheal
12	Fizzle	33 Multiheal
12	Midheal	33 Kamikazee
14	Tingle	37 Kazing
16	Magic Barrier	
16	Kasap	

- Description:** Not much to say. Your basic healer and pretty much one of the best classes you can get for a party member when starting a game. Very hard to die with one of them in your party.

Sage

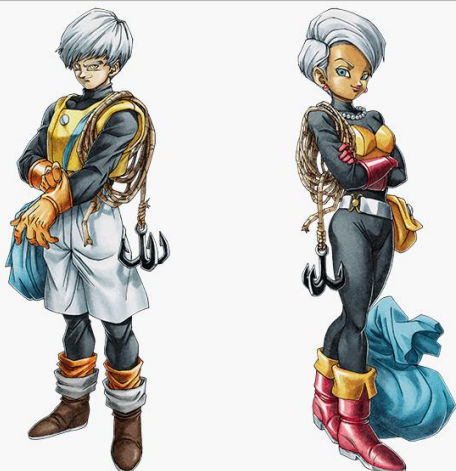


ATTRIBUTE/INITIAL STAT	
Strength	n/a
Resilience	n/a
Agility	n/a
Stamina	n/a
Wisdom	n/a
Luck	n/a

LEVEL	NAME	
1	Heal	
1	Frizz	
2	Poof	22 Bounce
2	Buff	22 Moreheal
3	Dazzle	22 Whack
4	Crack	23 Boom
4	Woosh	23 Zing
6	Sap	23 Zing
7	Sizz	25 Tick-Tock
7	Squelch	25 Kacrack
8	Kabuff	26 Thwack
8	Snooze	27 Fuddle
9	Evac	27 Insulate
9	Accelerate	29 Kasizz
10	Cock-A-Doodle-Do	30 Sheen
10	Deceleratie	31 Kaswoosh
10	Zin	31 Fade
11	Bang	31 Kafrizz
12	Drain Magic	32 Fullheal
12	Zoom	33 Kamikazee
12	Fizzle	33 Multiheal
12	Midheal	33 Click
13	Sizzle	34 Kacrackle
14	Tingle	36 Morph
14	Defizzle	37 Puffl
15	Peep	37 Kazing
16	Frizzle	38 Kaboom
16	Kasap	40 Hocus Pocus
16	Magic Barrier	
18	Swoosh	
19	Crackle	
19	Safe Passage	
20	Blasto	
21	Oomph	

- Description:** The strongest job in the game. The Sage can learn most (if not all) spells from both the Priest and Mage and their stats increase more as a Sage than as a Priest / Mage. It's super useful to get at least one of them in your party. The only downside to the Sage is that you can only get them from leveling up a Gadabout to level 20, then changing classes, or by using a certain item to change ANY job into a Sage. This item is limited so you have to really think about it. During the endgame you can obtain an item that allows you to change into a Sage from any job as many times as you want.

Thief



ATTRIBUTE INITIAL STAT

Strength	Medium
Resilience	High
Agility	High
Stamina	Low
Wisdom	Medium
Luck	Low

LEVEL	NAME
1	Sandstorm
5	Sleepy Slap
9	Propeller Blade
12	Shocking Slash
13	Nose for Treasure
16	Assassin's Stab
17	Padfoot
20	Snoop
25	Hypnowhip
29	Persecutter
33	Backdraft

- **Description:** Not the strongest job, but one of the most useful ones given that they can help you keep track of the treasures you can find in each screen, as well as being able to avoid fights using Padfoot. This ability will also allow you to creep up on friendly monsters to send them to the arena.

Warrior



ATTRIBUTE INITIAL STAT

Strength	Very High
Resilience	Very High
Agility	Medium
Stamina	Very High
Wisdom	Very Low
Luck	Very Low

LEVEL	NAME
1	Cop Out
3	Whipping Boy
9	Mercurial Thrust
16	Double-Edged Slash
21	Pressure Pointer
25	Forbearance
37	Sword Dance
39	Metal Slash
43	Multislice
48	Cutting Edge

- **Description:** One of my favorite classes. They are the counterpart of the Martial Artist. These guys are strong (a bit weaker than the Martial Artist), but they have a ton of defense, making them an excellent party member so they can soak up all the damage from the party. They can also learn abilities to redirect damage towards them so they're never not worth having in your party. They also have the largest pool of weapons to choose from so that's a huge plus as well.

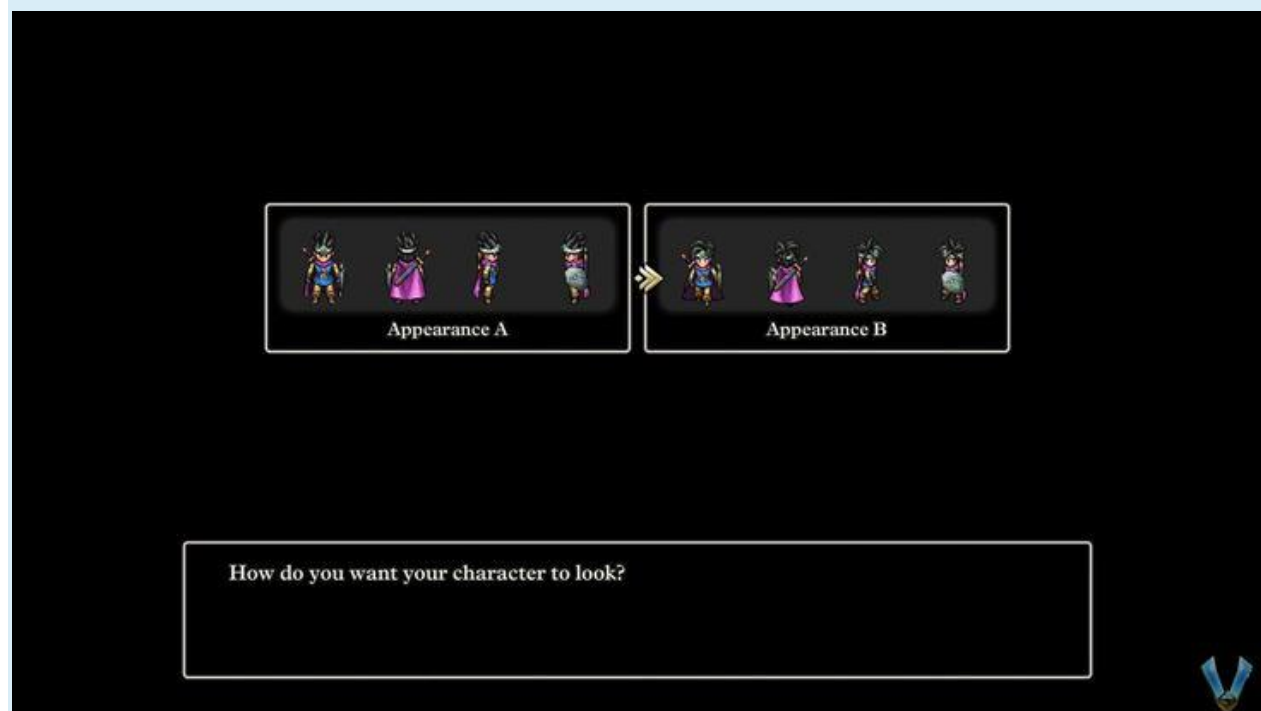
Prologue

As we start in the main menu, go ahead and **Venture Forth** (or change your languages if you so desire). We'll need to input our name. I personally went with the original name, **Edrick**. You also need to choose your appearance..

AUTHOR NOTE

I don't know if this still applies to this new remake, but in the previous versions of the game all female characters had either higher base stats, or simply they had bigger growth, making them much useful than their male counterparts.

That being the case, I personally went with a female Hero and my entire party will also be female. However, comparing this game to other ones in the series, it's not a difficult game so the small difference in stats shouldn't really affect your enjoyment of the game. We also have different difficulty modes, making it easy to simply ignore all of it.



Right after this go ahead and choose your difficulty.

This guide was written while playing in the **Dragon Quest** difficulty.

After selecting this (and the language), we'll be in a meadow and gain control for the first time.

Here head north and at the top we'll be talked to what sounds like a goddess. Here the goddess will ask you several questions, including your "true name". This is different from what you first wrote. You'll also be asked your birthday.

After this, there will be several questions the goddess will ask. These questions will decide your personality...

AUTHOR NOTE

We have a full page for your Hero's personality [RIGHT HERE](#). The TL;DR of personalities in this game is this:

Personalities decide the growth of your Hero (and your other party members). For example, I got the **Paragon** personality. This makes our STR increase really fast when we level up, but it also makes our AGL, WIS, LCK be slower. There are some personalities that are better than others of course.

HOWEVER, I HIGHLY suggest that you answer the questions being true to yourself. This makes the game much more personal and interesting.

Now that I've talked about the personalities, here's another thing. After you answer all the questions you'll be tossed into a scenario where you have to do something. There are 8 of them and you have to do something.

AUTHOR NOTE

This page will be updated in a couple of days to do a deep dive into this.

A good example is when you have the **Demon Scenario**. You start out in a well and you control a demon.



Here you can get 1 of 5 different personalities, and this changes based on what you do during the scenario:

- Paragon: simply kill one person (the one you initially talk to) and leave the town.
- Wimp: enter the church and kill the sister but don't kill the old man. You need to kill 3 or more other NPCs, otherwise you'll get "Paragon".
- Spoilt Brat: kill as many people as you want but don't kill the sister nor the old man.

- Klutz: kill everything in the town except for the person on the eastern side of the large Inn building.
- Egghead: kill them all.

Pretty crazy, huh? This back in the day was crazy! Anyway, after you get your personality, the scenes of the game will actually start with our mom and some backstory of her and our dad, **Ortega**. Anyway, our "prologue" will end here and we'll start in the first town. See you in the next page!

Aliahan

We are waken up by our mom (man, big Chrono Trigger vibes here, huh? Yeah, this game came out WAY before it but still!) and we get dressed.

Anyway, once you regain control, make sure to check the drawer on the right to find **Seed of Strength**.



Exit your room and there will be some scenes where you go with your mom to the castle. Man this game is gorgeous! Go inside the castle, head north and go up the staircase to reach the throne room. Approach the king to trigger several scenes. Afterwards he'll tell us that we pretty much have to finish what our father started, defeat the **Archfiend Baramos**. Oh, easy. He'll also give us **50 coins** and some basic equipment. Not going to lie, this made me laugh so much because, for a king sending off a "Hero" that needs to kill the archfiend, this felt like the biggest slap in the face haha. Anyway, let's now explore the castle. There's not much we can do but let's do what we CAN do. From the king go to the northwestern corner and check the plants to find an **Antidotal Herb**. Enter the southwestern room now and check the wardrobe to find a **Wayfarer's Clothes**. Good piece of armor. Head back downstairs and we can now explore the first floor.



From the stairs go left and you'll see a blue door. This door is between us and several chests. We know that our objective right now is the **Thief's Key**, right? Well, that key only lets us open **RED** doors. We'll need a different key to open the blue doors. Interesting.

From here go south to a little garden area. There's a pot here on the left side of the fountain that has a **Medicinal Herb** inside. Head north now and when you're behind the stairs that go up to the throne room, you'll see a courtyard to the north. BEFORE we go out follow the path going right. This is a long hallway going south but you'll want to follow it.

At the southern end we'll find 2 doors, one of them being locked. Enter the room you CAN enter and check the barrels on the right to find **6 coins** and a **Mini Medal** 🏆!



Head back north to the courtyard, talk to the Princess if you wish and check the barrel for **9 coins**. Make sure to check behind the fountain to find a **Seed of Magic** (thanks to **Joshua** in the comments for this one).



Enter the room on the right now to enter the garrison. As you enter check the northern pot to find **26 coins** inside. Head south now and in the room past the beds check the barrel on the right for a **Pot Lid** (it's a shield).

Head south now and you'll reach the dungeons. As you come down here check the nearby barrel for a **Medicinal Herb**. To the left are 2 prisoners. If you've been talking to the people around the castle you've heard of the inmate on the left, "Kirk Buzzer". Yeah, he had the thief's key but it seems he lost it in the Dreamer's Tower. Interesting. That's our objective, huh?

Going south from here leads to a dead end that actually connects with the Dreamer's Tower. Of course we need the thief's key to open the door. Haha it's not going to be that simple!

We've pretty much explored all of the castle, at least what we can right now. Leave the castle completely now and outside go right before crossing the drawbridge. This takes you to an area on the eastern side of the castle. Check the barrel here to find a **Seed of Defense**.



Return to the drawbridge, go left (before crossing again) and go around the corner. Walk north while sticking to the wall of the castle to find a **Medicinal Herb**.

Return and now head south across the bridge and let's explore the town now. Let's go right first. Check the barrel under the barrel to find **Holy Water**.





Continue right and to the northeast you can find the **Church**. This spot lets us save our game and revive fallen party members. Yeah, very old school! Go south from the church and near the southern wall of the city you'll find a well. Head down inside it.



Down here you can find a building...

MINI MEDALS

If you've played a Dragon Quest game before, then you know exactly what these are.

For those of you that don't know, Mini Medals are little collectibles you find in the game that allow you to exchange them for many good items and equipment. Mini Medals are supposed to be found at the time you're playing the game (hard to put into words, but when you first visit a town, you're "supposed" to find them). The reason for this is that the equipment you get is really good for when you're able to get it, but if you get them late in the game they are completely useless.

That being said, I'll be writing here all the Mini Medals you can find as you can find them. I'll also have them all listed in their [own page](#) so you can bookmark it if you want.



Well, we can't do anything down here, but it's an extremely important part of the game that you'll be visiting often.

Anyway, go back outside the well and go right. Check the right side of the bench to find a **Holy Water**. Good find.





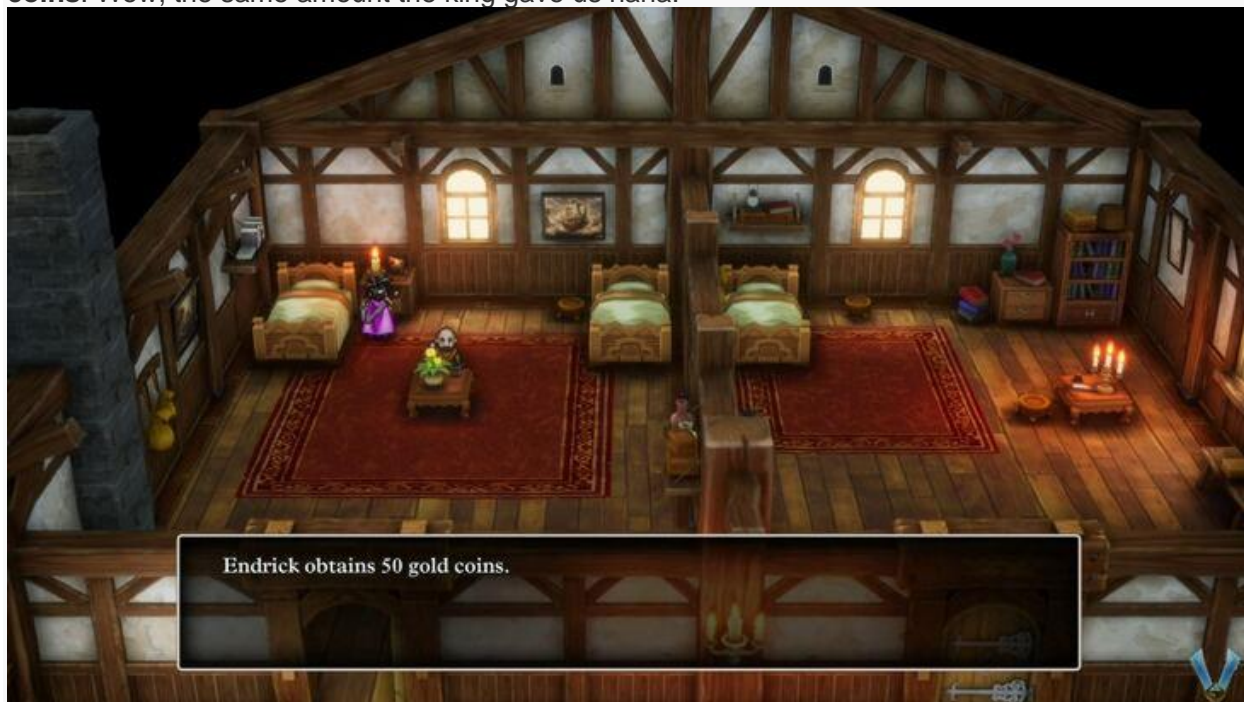
Notice the house to the north. We can't go in right now but we can at **NIGHT**. Return to the fork at the start of the bridge that leads to the castle, and check the pot to the south to find a **Medicinal Herb**.

Further south we have the Inn on the left and the equipment shop on the right. Enter the inn, enter the bottom left room and check the bag hanging on the wall to find **Medicinal Herb**.

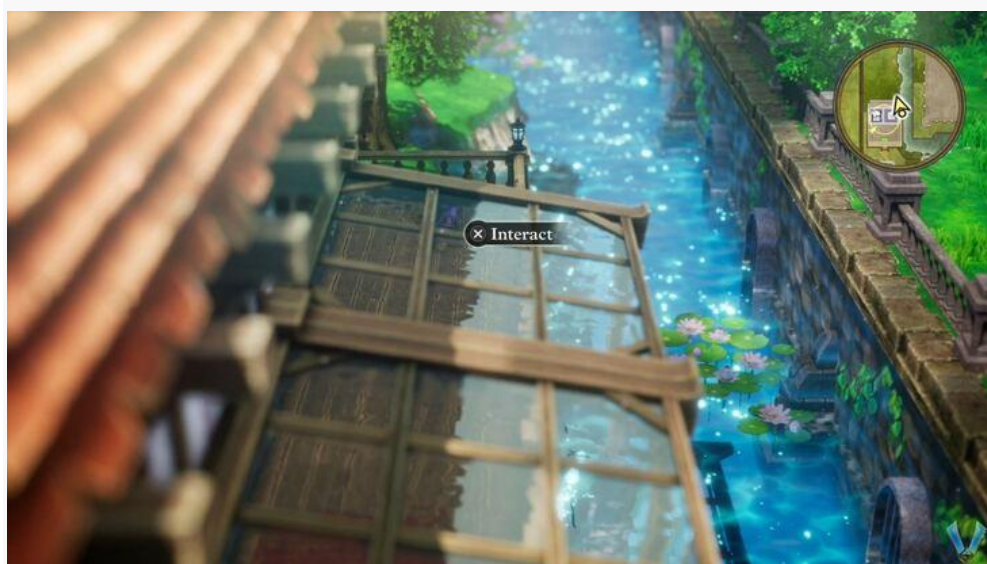
Go up to the second floor and check the bag in the bottom left room for **12 coins**, the wardrobe in the upper left room for **Leather Hat** and the pots in the bottom right room for **6 coins and Medicinal Herb**.



Back outside, the equipment shop has nothing. You don't even have money to buy anything useful so feel free to ignore it. West of the inn is your house. Go inside and talk to your mom. Let her know you've been a good kid. Afterwards, check the northeastern barrels to find a **Medicinal Herb** then head upstairs and enter your mom's room (second one) and open the drawer to find a whopping **50 coins**. Wow, the same amount the king gave us haha.



Head back outside and north of your house is the tavern. The sister out here lets you save your game so you don't have to go all the way to the church. Nice! Go up the steps and before you go inside the tavern follow the right side of it to find a chest at the very end with **Dragon Scale**. Great accessory to increase DEF.



Head inside the tavern and check the barrel next to the steps to find **Chimaera Wing**. Go talk to the lady with the red !. This is Patty and she'll allow us to take party members with us.

PATTY AND PARTY MEMBERS

With Patty, her only real role is to let you switch part members in and out. The game already gives us 3 basic party members.



If you want to make your own party members, continue reading.

I recommend you ignore her for now. If you preordered the game (or maybe DLC in the future?) then open the chest next to Patty to get the **Trouble-Free Travel Kit...**

AUTHOR NOTE

The **Elevating Shoes** is a ridiculously strong accessory in the game. Not only does it give you a whopping +50 LUCK, but it also gives you EXP to level up as you walk. I'm not kidding. You get +1 EXP every couple of steps you take, making leveling up at the beginning super easy and fast.

To the bottom right is the **Bank**. Here you can deposit your money in 100G increments. Why would you do that? Well, in this game, when you lose in a fight you'll lose half of your money. It's horrible, especially if you're traveling to a new area. And given how you can't save your game halfway through a dungeon, keeping your money safe is important.

Anyway, the good stuff of the tavern is upstairs. Head up there and talk to the man behind the counter. This man here is the one that allows us to create our "custom made" party members. That's right, you can create your other 3 party members here, including the name. I'll have a page dedicated to these jobs, but here's the TL;DR of them:

- **Warrior:** high attack and defense but very low speed. If you play MMOs, they are basically your tank.
- **Martial Artist:** very high attack and speed. They don't use weapons and use light armor. They can also critical hit a lot, doing tons of damage.
- **Mage:** your offensive magic user. Really strong but MP dependent.

- **Priest:** your healer. They also learn offensive spells to help them out in battle. They're not as strong as the Mages, but they can heal.
- **Merchant:** attackers. They're not the best but they can find gold coins after battle.
- **Gadabout:** the "buffoon" of the group. They have decent stats, but they mess around in combat a lot, making a lot of their turns useless. They can even fall asleep for several turns.
- **Thief:** very high speed and masters of status ailments. Besides being able to steal items from enemies you defeat, they are also really helpful in finding treasures while moving around.
- **Monster Wrangler:** the brand new class of the game. These are pretty much your "Blue Mages" from Final Fantasy games. Yeah, they learn skills and spells from monsters. Very unique but they're not physically strong.

So, what do I recommend? Well, whatever you want haha. To be honest, your Hero is pretty much a "jack of all trades". Has good attack, but not as strong as the Martial Artist. Has good defense, but not as tanky as a Warrior, etc. Hero also learns offensive spells and healing, making them super useful.

Personally, I took a Martial Artist, a Gadabout, and a Priest. There's reasons for this:

- **Martial Artist:** very high attack and speed. Makes fights easy and they are overall a really good unit to have.
- **Priest:** you need a healer, right? Well, besides that, given that they learn spells as well, they become really useful early on to deal with groups of enemies.
- **Gadabout:** when you first learn about them they sound like the #1 job to avoid, BUT later in the game you're able to have them change their job from a Gadabout to a **Sage**, a special job that's like a combination of a Mage and a Priest. They are incredibly useful but you have to deal with them for 20 turns haha. There are books that allow you to change into a Sage so you don't NEED a Gadabout, but I like bunny girls thanks to the gacha game Blue Archive haha.

Anyway, that's my party.

AUTHOR NOTE

Just as a heads up, if you choose a Monster Wrangler, you won't be able to learn any new skills until you leave the continent and reach the main land where the Monster Arena is. This is around lv.9-10 so you'll be kind of at a disadvantage. There are no bosses though so there's not really much to worry about.

AUTHOR NOTE

Just as a heads up, you can make more party members if you want (even one of each job). However, just know that they WILL NOT gain any EXP so decide if it's worthless.

And with that, we'll have a full party. Before you leave, make sure to equip your party with the sticks and rags you got from the king haha.

Exit the tavern and go right. Check the barrel at the first stand to find **31 coins**. The pot next to it has a **Chimaera Wing**. Make any purchases at the item shop if you need to, then save your game and leave the town.

File:Dq Adventure Underway.png

Adventure Underway: Awarded for leaving Aliahan.



ENEMY LIST

Slime
Stark Raven
Bunicorn

WORLD MAP

Welcome to the World Map. Man I'm so in love with this game. Anyway, there's a couple of things I want to talk about that have to do with the World Map.

- There's a **Day/Night Cycle** in the game. This only happens while you're on the world map (and at inns). This is important because enemies will change between day and night (not everywhere). Not only that but there will be differences in towns as well.
- You can find loot on the world map. These are marked with large sparkles you can see from a mile away.
- There are secret areas. They are not marked on the map nor on the world map itself. They are usually spots that look "suspicious" like a lone tree, or a lone rock. There's usually loot to get.

And with that, I recommend you run around here until you reach lv.2-3. It'll just make your life easier. Also, we'll want to reenter Aliahan at night time so make sure to do so when it becomes night.

West of the town you can find your first sparkle. This one has **Medicinal Herb, Antidotal Herb, Seed of Stamina**.



Follow the coast southwest to find another sparkle, this one with **Cypress Stick, Holy Water x2**. Return to Aliahn once it's nighttime and remember that house on the eastern side we couldn't enter before? We can now!



Inside you can find a **Magic Water** inside the pot in the southeastern corner. Go upstairs and check the drawer next to the bed to find a **Mini Medal** 🏅.



Leave town once again and now let's get going to Reeve. Head northwest and cross the bridge when you get to it. After crossing it, continue going west until you see a wooden sign. Read it and grab the sparkle to the north of it for **Dazzle-me-not x3, Medicinal Herbs x2, Seed of Strength**.



If you read the sign it mentions **Promontory Passage** is to the south. Let's go there really quick, just to put it in the map so we can warp back to it in a bit. Anyway, go southwest and you'll spot another sparkle in some trees. This one has **Oaken Club, Pot Lid, 43 coins**.

From here go south following the shore and at the tip you'll find **Promontory Passage**. Head inside just to mark it on the map. We'll be back later.



Head northwest now and past the forest is a little desert. In the middle of the desert you can find a sparkle with **Training Togs, Leather Hat, Copper Sword**. Fantastic upgrades!



North of here is a huge hill. There seems to be something at the top we can't reach right now. Further north though is another sparkle. This one has **Chimaera Wing**, **Strong Medicine**, **Seed of Luck x2**.



From here open your map and note that to the northeast we have Reeve, our objective. Before we go there, go directly east to the forest and you should be able to find a little building in the middle of it (south-southeast of Reeve).



This place is called the **Shrine of Plains**. Let's explore it real quick. On the western side of the area you can find a lone barrel that has a **Mini Medal** inside. Good find!



That's... it. There's a building to the north we can't open right now and to the northwest is a tunnel that goes down. Ignore it for now. This leads to a tunnel that connects this place with the Dreamer's Tower and the Promontory Passage, oh and the Aliahan Castle as well. Yep, everything is interconnected underground.

Anyway, head back out to the world map and go north and enter **Reeve**. See you in the next page!

Reeve

Welcome to the small town of Reeve. This place is much smaller than Aliahan.

When you regain control, check the barrel outside the equipment shop to find an **Oaken Club**. Inside the inn, on the second floor you can find a pot with an **Antidotal Herb**.

Head north from the entrance to town, check the barrel under the sign post for **33 coins** and from here let's go NORTH first. Enter the first house up here and inside talk to the man sitting at the table. He'll tell you about the thief's key and how someone in the Dreamer's Tower looks after it. Hmm.

Before we leave the house check the bookcase in the upper right corner to find **Diary of a Hardman**.



AUTHOR NOTE

Throughout the game you'll find books like this one that allows you to change your personality. Each book has its own personality so you'll have to collect them all.

Leave the house and to the left is the item shop. I recommend you don't purchase any equipment right now. The reason for this is because we'll be getting equipment as we continue playing. We'll come back and upgrade our equipment before we're set to leave the continent.

Go east from the northern house and you'll find a house that's locked with a red door. This is our objective once we get the thief's key. Outside there's a pot that has a **Seed of Stamina** inside.



If you go to the church on the eastern side of town, inside there's a pot with a **Holy Water**. Outside of the church there's a man trying to push a huge rock. Go ahead and you push it to a side to get **210 coins**. Good find!



If you go south and up to the wheat field, check them to find a **Medicinal Herb**.

And with that we're done with Reeve for now. Use a Chimaera Wing to fast travel to **Promontory Passage**. See you in the next page.

Promontory Passage

ENEMY LIST

Antnibbler

Stark Raven

Bunicorn

Slime

This is a very small area but I figured I'd just put it in its own page. This first area has nothing but a straightforward path that leads down into the second underground floor.





From where we start go southwest and follow this path until you reach a fork. Follow the southeastern path first and you'll go down and reach a chest with **76 coins**.



Return to the fork and go north now. We'll be at another fork. The shortest way here is to simply go north, but I recommend you go east. After crossing the bridge, open up the chest to find **Medicinal Herb**.



Continue following the path going east and you'll find that the background is beautiful. Anyway, when you reach the northeastern corner you'll be able to spot yet another chest. This one has **Wayfarer's Clothes** inside for you. It may or may not be an upgrade to what you have.

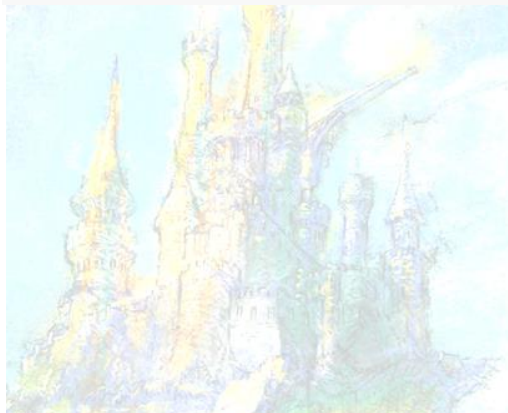


Continue west from here until you reach the western most point where the final chest of the area waits for us. This one has a super useful **Seed of Defense**.



Go south from here and follow the path going east and we'll reach the end of the cave. It's the entrance to "Dreamer's Tower", our destination.

Dreamer's Tower



ENEMY LIST
Antnibbler
Stark Raven
Bunicorn
Slime
Bubble Slime
Toady
Batterfly
Prestidigitator

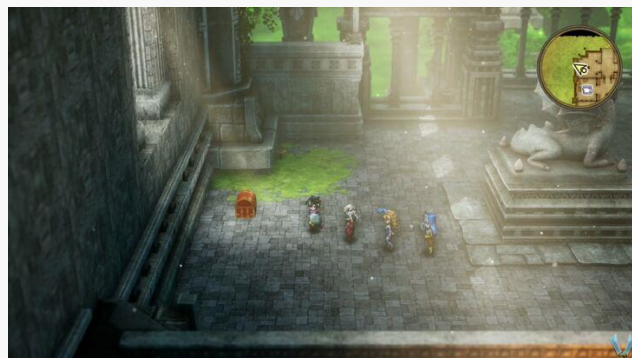


Welcome to the Dreamer's Tower. This is where we'll get the thief's key. It's not that big of an area but there are several floors. Let's get started with it.

We start out on the southwestern corner of the Dreamer's Tower basement. To the right is a fork in the path. To the right leads to the Aliahan Castle (we need the Thief's Key) and north we go to the ruins near Reeve. We'll come back down here once we get the thief's key. Instead just head up the stairs to the first floor.

Up here head north and you'll see an Inn icon on the left. There's... an inn here? Head on over there and check the pot above the stairs leading down to the inn to find an **Antidotal Herb**. The inn, you can actually make use of it. Do so if you need to.

Back upstairs, check the northwestern corner of the floor to find a chest with a **Chimaera Wing**.



Now go east from the inn and up to the second floor.

2F



As we get here open your map and you'll notice 2 staircases. Both of these go up. We want to go up the northeastern staircase first as it's a dead end and it has a chest.

Anyway, from where we start go to the northwestern corner to find a lone chest with a **Leather Shield**.



Go directly east and take the staircase up to the third floor and open up the lone chest for a **Boomerang**.

AUTHOR NOTE

Boomerangs are weapons that hit every single enemy on the field. These sound great, and are great, but the damage it does diminishes the more enemies you hit. That being said, it also makes fights against several groups of enemies much easier. The downside? They're not the strongest so they're kinda weak when you go up against bosses.



Head back down to the start of the second floor and head south. At the bottom side you'll need to go left. As you do keep your eyes to the north to spot a chest with a **Mini Medal** 🏅.



Now simply to the staircase in the southwestern corner and go up.

3F



This is a much larger floor but it's still quite barren. Just like before there are 2 staircases going up. We want to go up the spiral one, the one next to us to our right. You can completely ignore the southern most staircase AND even the path leading to it.

However, there's only 1 chest here to grab and it's to the right of the staircase we're taking go around the walls and open it up for another **Mini Medal** 🏅.



Go ahead and take the spiral staircase up to the top floor.

4F

We come up inside a room with an old man. Go ahead and talk to him. It seems he was waiting for us. He'll hand over the **Thief's Key**. Awesome! No fight or anything needed. He does tell us to go to the house locked in Reeve. Sounds like a plan.

Go ahead and open the chest next to him to get a **Chimaera Wing**. Check the bookcases on the left to find **The Girl's Own Annual** book. This teaches the **Tear Away** personality (STR and AGI increase fast).



And with that we can leave this place. I'll stop the page right now so we can have a page next with everything we can do right now with the thief's key.

Thief's Key and Moving On

However, let's do something before we leave. Exit this room through the southern side and simply... walk off any side of the building. I kid you not you can walk off and land perfectly safe. We want to do that because we want to go back down to the basement.

HOWEVER, before we do leave the tower back to the world map and look northwest to find a **secret spot**. Inside we can find a chest with a **Shell Armor**. (thanks to **hblanchard1978** in the comments for this one)



Once down here go right real quick to find a **Strong Medicine** in the pot (thanks **shadowforce11**), then return, head north and at the very northern side enter the room on the right to find a chest with **113 coins**.





To the left we have a red door. Go inside to find 2 chests. Open the up to find **Hardwood Headwear** and a **Seed of Agility**.



Head north and exit the tunnels (you'll recognize where we are) and afterwards fast travel over to Aliahan.

Once back home head on over to the castle. Open your map to spot all the locked doors. Head to the southwestern locked door to find the kitchen. Why was it locked? Anyway, check the barrel on the right side for an **Unsealant**.

Head to the northern courtyard and enter the upper left room. Inside check the drawer between the beds to find a **Rousing Ring**.



Head to the southeastern side of the first floor now. There are 2 doors here. Open the room and grab the **Musk** from the pot. The door to the north just leads outside where we've already been to.

One last thing to do here in Aliahan. Head to the Mini Medal Manor in the well. We have 5 Mini Medals 🏅 right now. Turn them in to get a **Thorn Whip**, **Leather Dress**, and **Garter**.

AUTHOR NOTE

The Garter is the first accessory you receive that allows you to temporarily change your personality. That's right, unlike the books that permanently change your personality, these accessories change it only while you have it equipped. This is great if you want to make last minute changes to your stats. Simply equip it before leveling up to do this.

Well there you go, good items. The whip and dress were very good upgrades for me and may be for you...

AUTHOR NOTE

Whips in Dragon Quest act very similar to the Boomerangs. Unlike the Boomerangs though, Whips only attack groups of enemies. This may make them look worse than Boomerangs, but they are usually stronger and a bit better if you use it against bosses.

And with this we're done with Aliahan. Go ahead and use a Chimaera Wing to go back to Reeve.

Back in this small town, start by going inside the inn and going into the locked room to find a **Seed of Magic** inside the pot in the back (thanks to **Maelstr** in the comments for this one).



head to the northeastern house and go inside. In here check the upper right pot to find a **Seed of Wisdom**.



Head upstairs and check the drawer to find a **Leather Hat**. Talk to the old man afterwards and he'll wonder how we got inside. Of course with the thief's key. He recognizes us as Ortega's kid. Yep, yes we are! He'll end up giving you a **Wrecking Ball**. Yeah... who knows how we're carrying this haha. Well, we need it to get out of this continent.

After your talk with him, go ahead and leave Reeve.

Back on the world map, before we continue, look west of Reeve and you'll spot a little lone tree. This is one of those **Secret Spots**. Enter this secret spot and you'll find a chest with **Divine Dagger**.



Back outside on the world map, start making your way east. Directly east from Reeve (northeastern corner) you can find a sparkle at the top of the hill that has **Coagulant and Chimaera Wing**.



Head south to reach a barren zone. Stick to the right mountains as as you go you should see a little tree surrounded by rocks. Approach it to find that it's a **secret spot**.



In here check the barrels in the center of the area to find **90 coins** and a **Wizard's Staff**. These are hard to find if you come in here during the nighttime haha.

Back outside, go southwest to the river and on the northwestern side next to the mountains you can find a sparkle that has **Seed of Agility, Antidotal Herbs x3, Seed of Strength**.



Continue by going southeast and you'll spot some ruins in the middle of nowhere.



This is called **Little Shrine**. Inside you can read a book about whips and boomerangs. Wow, I didn't think the game would explain this haha. Well there you go, I already talked about them. Besides this, talk to the old man if you want, but check the pots behind him to find **Mini Medal** 🏅 and **Chimaera Wing**.



That's it for this spot. Head back outside and check the southeastern beach really quick to find a sparkle with **Holy Water x2**, **Tangleweb** (thanks **shadowforce11** for this one), then go north to reach our destination, the [Path of Promise](#). See you there.

Path of Promise

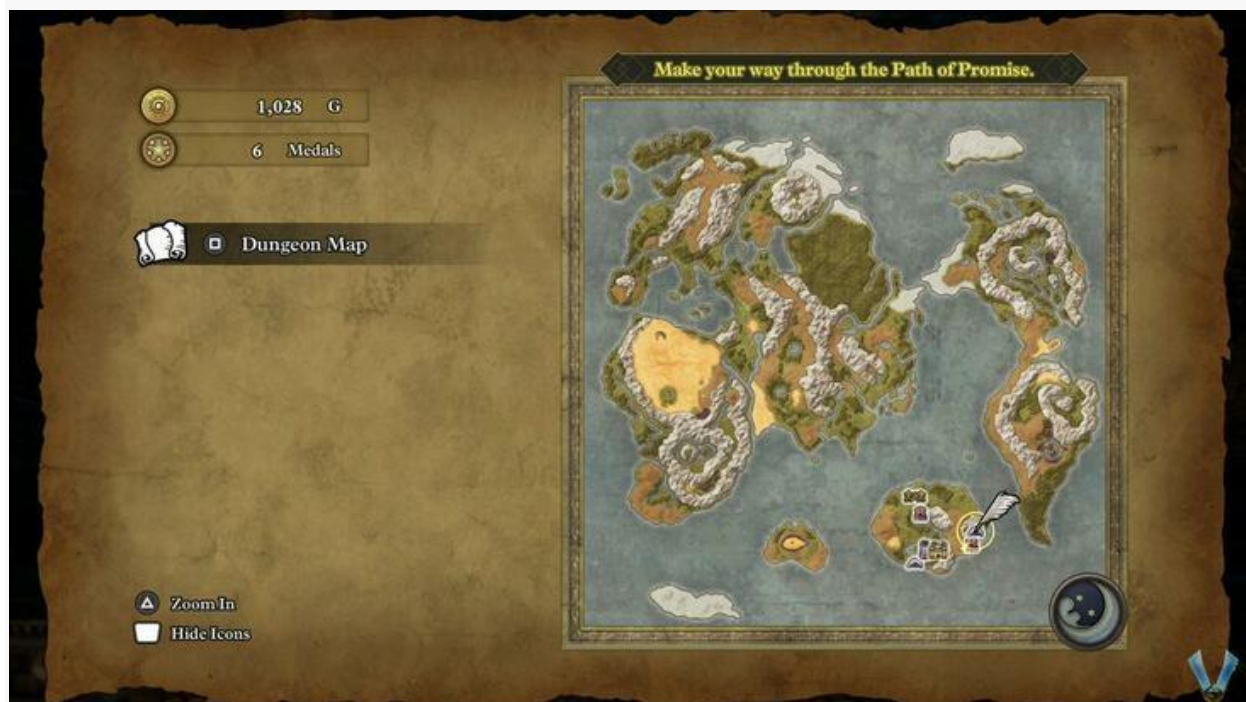
ENEMY LIST

Killerpillars
Batterfly
Antgobbler
Spiked Hare
Bubble Slime
Prestidigitator
Waspion



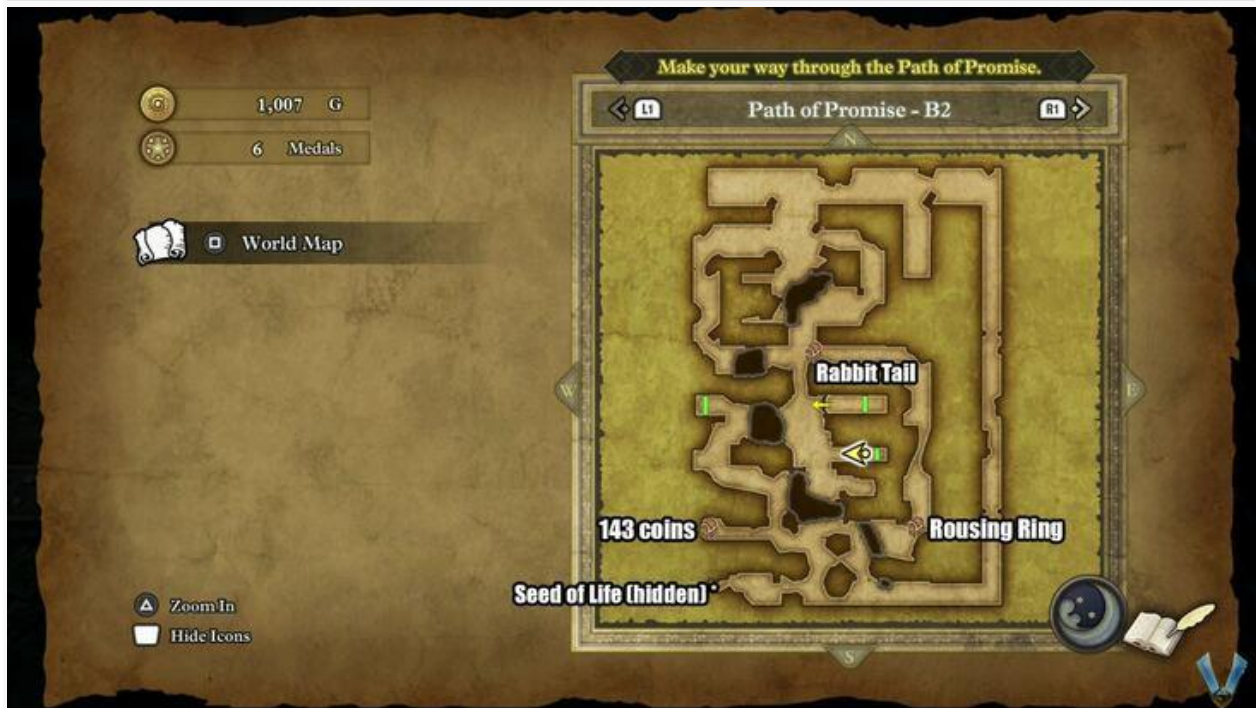
As we start we'll have a little pond ahead of us. There's nothing in this screen so feel free to make your way through this screen and head down into "Path of Promise - B1". Follow the path and head to the bottom where we'll find an old man waiting for us. Man, what's up with all these old men waiting for us? Are they our father's friends?

Anyway, talk to him then head north and "place" the Wrecking Ball. Yeah, you'll see this isn't a wrecking ball. It's just a giant bomb. Enjoy the scene that plays out here and the old man will give us a **World Map**. Awesome. Feel free to check it out. It's pretty cool.



Now simply head north and go down to the next floor.

B2



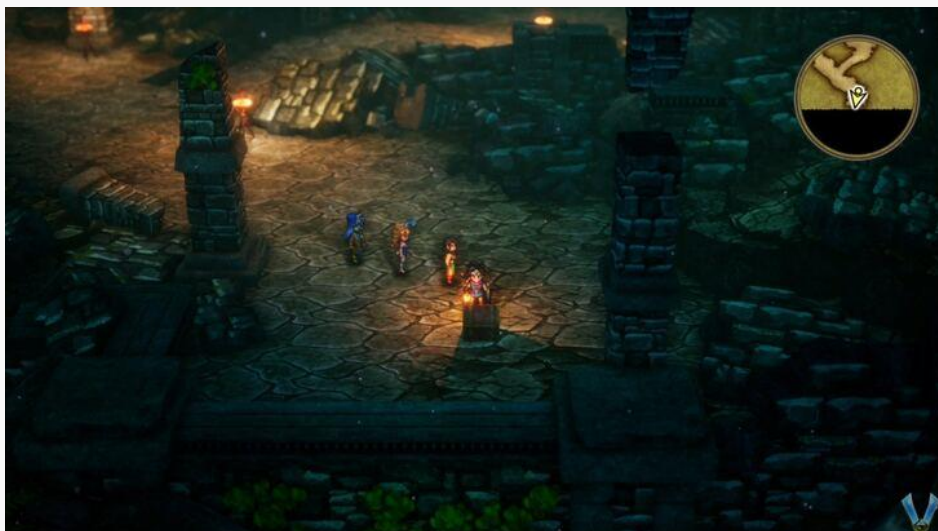
This place looks like a maze! Don't worry, it's not!

AUTHOR NOTE

You want to be careful of the holes on the floor. Just like with the Dreamer's Tower, we can walk off and fall into the holes. Doing this takes us down to floor B3. Doing this you'll have to pretty much go up and start at the beginning of floor B2.

With the note out of the way... go ahead and drop down the hole to the south. Yeah, we just need to do something really quick.

Down here, on the southern side we can find a lone chest with **Chain Sickle**. This is a good weapon and it was an upgrade for me.



Head north and check the pot near the fire to find a **Magic Water**. If you go left you can find another pot, this one has **32 coins** in it. Time to head back up.

Back on floor B2, head north and open the chest to get a **Rabbit Tail**. This is another one of those "personality accessories", just like the Garter we got from the Mini Medals.



At this fork go **RIGHT** first and near the fire at the end you can find a chest with a **Rousing Ring**.



Head back to the fork and we're going **north** now. Speak to the man here (how did HE get in here?) and on the northern side of the hole it's another fork. The 3 paths going west have nothing so ignore

them. Instead follow the upper right path and go south down the small dead end to find a barrel at the end with **Cower Ring**. This lets you take the "wimp personality".

AUTHOR NOTE

Thanks to [atkinsonnathanj](#) in the comments for this. He mentions that the ring is cursed can't be removed easily. Be wary.

Continue going around and going south the long hallway. Once we're on the southern side of the floor follow the bottom left path. This is a dead end but check at the very end and you can find a hidden item. This one has **Seed of Life**.



The path north of where we got the Seed of Life has a chest at the end with **143 coins**.

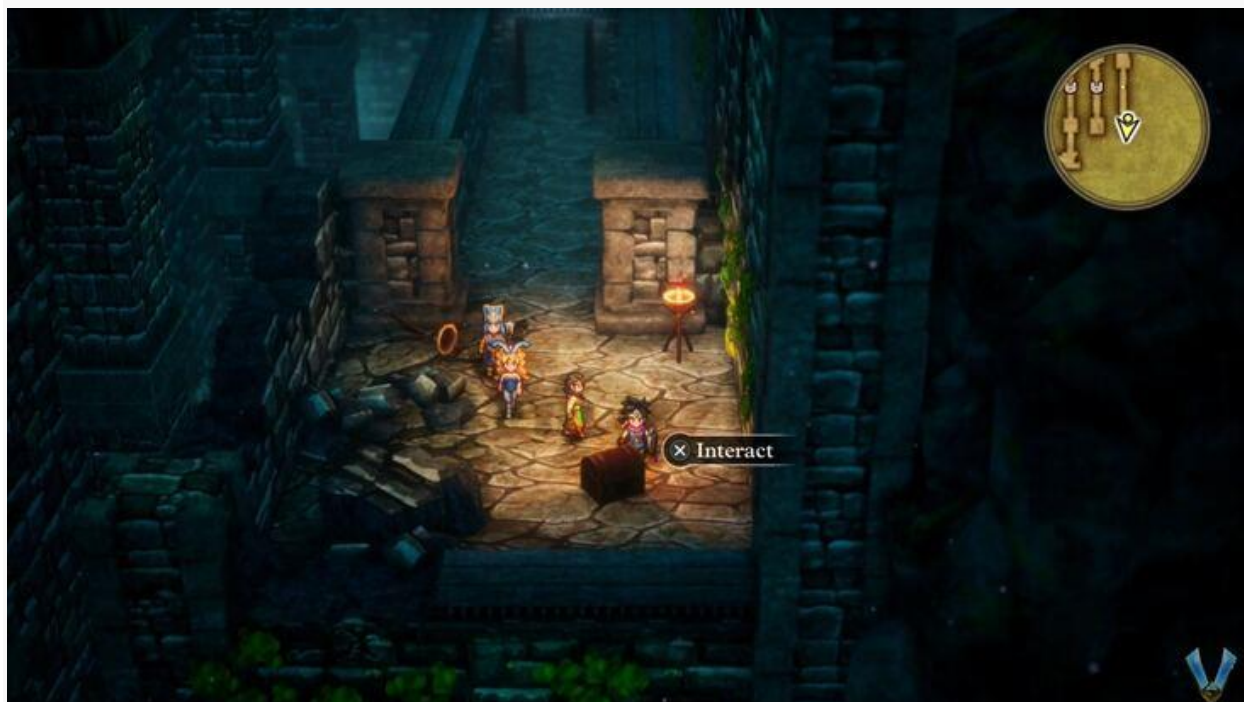


That's about it for this floor so head north and go down to floor B3 (it's another section).

B3



On this floor we have 3 paths, and all 3 have a locked door. Start by following the right most path to find a chest at the end with **Tortoise Shell**. This is a piece of body armor that I believe only Warriors can use... nope, it's for Mages. Thanks **hblanchard1978** in the comments for the correction.

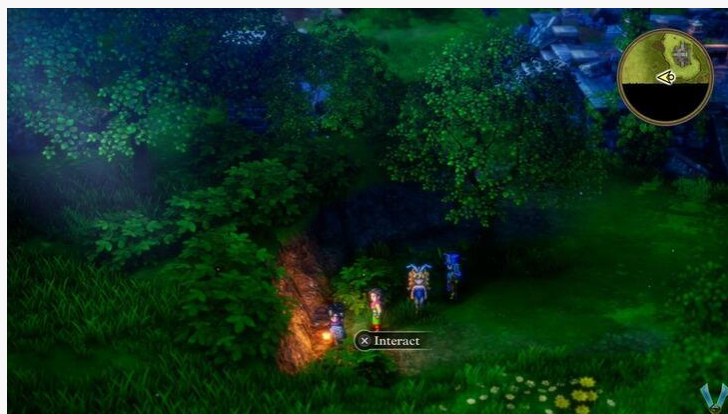


The central path has a pair of pots you can loot. One has **17 coins** and the other has a **Seed of Wisdom**. Awesome!



And with that follow the path on the left all the way to the end where we'll find a large blue teleporter. Step on it and we'll end up in the **Shrine of Promise**. Open your map and see where we ended. Yep, across the world. Amazing.

Leave the ruins and back outside check the pot to the right of the shrine's entrance to find **160 coins**. You can also go to the southwestern corner to find a hidden **Boomerang**.



Head north and try to leave to trigger a scene with a Slime. We're stopped by another old man. He tells us that this Slime is one of the friendly monsters and he then proceeds to tell us about friendly monsters and to bring them to him if we find any. Sounds like a plan! It is here where our Monster Wrangler job will also start shining.

Anyway, he tells us that north of here is a town called **Romaria** and that there's the monster arena. It's a huge part of this game so we'll definitely be checking that out.



And with that, go ahead and leave this area and back on the world map.

On the world map, let's simply just go northeast and enter the town of **Romaria**. See you in the next page!

Romaria

As we enter the town we have the inn to the right and we have the shops and the monster arena on the left. Let's check the left building first. Before going in, on the southern side check the pot for **43 coins**. The backside of the building has a barrel with a **Medicinal Herb** inside.

Go inside the building now and check out the shops if you want/need. I recommend you upgrade your equipment after we explore town because the monsters around this area and where we're going are a bit stronger so it's recommended. Anyway, check the pot on the left side of the room to find a **Medicinal Herb** and go down to the basement.

Down here is where the monster arena is.



Down here we have a bank and the bunny girl next to it is the help desk. Ask any questions you need. In the bottom left you can find a **Seed of Defense** inside a barrel.



You can also save your game here and talk to the old man Monty we just met. He lets you check monsters you've recruited. Right now we only have **Splatrick**, the little slime. The bunny girl in the upper right corner is where you start the fights.

Last thing here, you can go north to where the actual arena is and there's a pot in the northeastern corner that has **135 coins**. That's about it really. Head back outside and we're checking the inn on the right side now.

Just like before, before you go in, on the southern side is a fountain. Check the barrel in the corner to find a **Seed of Luck**.




On the northern side of the building, around the wagon, you can find a barrel that has **Chimaera Wing**.

Go inside and enter the first room to find a **Moonwort Bulb** inside the drawer. In the room upstairs you can find a **Leather Armor** inside the drawer.

Head inside the church to the north now. Save your game and revive any party members if you need to, but in here check the room on the right to find the book **The Eureka Moment** on the bookshelf. This gives the **Genius** personality.



The drawer has a **Restless Heart** accessory. This grants the **Pluggger** personality.

Head outside and head to the house west of the church, across the fountain area. There's a pot on the right side (outside) that has **113 coins**. Go inside the house and check the pot on the right side to find a **Mini Medal** . The drawer next to the old lady has a **Turban**, a piece of head gear.



And with that, head north and before entering the castle, go right and check the large brazier here to find the book **Primm's Primer**. This teaches you the personality **Aristocrat**.



Go inside the castle.

Inside the castle, just like in the Aliahan Castle, let's go talk to the king first. Simply head north from the entrance and go up the staircase to trigger a scene right away with the king. He'll tell us about a brigand called **Robbin Hood** (Robbin' 'Ood) and how he stole the king's crown. He wants us to get it back for him so we can prove we're the real hero. Hmm. Oh well, not like we can say no.

Time to explore the castle! Let's start out with the throne room. Go to the northeastern corner and check the large white urn outside to find an **Unsealant**. The southeastern corner has a regular pot with **14 coins** inside.

Move over to the southwestern corner now and check yet another pot. This one though has a **Seed of Strength**.



Head back down to the first floor. Open your map and note the 4 corners of the castle are circular. Three of them also have staircases. There's a lot to explore. There are 4 little gardens in the center of the floor. We can't check the northern courtyard because we don't have the key.

From the staircase, go left and up to the garden. Check the pot in the corner to find a **Chimaera Wing**. Go directly right to the other fountain to find another pot, this one with **26 coins**. From here go directly south to the NEXT fountain. Check the fountain to find a **Mini Medal** 🏅.



Now go to the southeastern corner and check the pot for a **Dazzle-me-not**.

Let's go check the other staircases now. Go to the northeastern corner, check the pot here for **52 coins** and go up the spiral staircase. Up here we can find the old king's room. Check the bookshelf to find the book **Would I lie to you?**. This allows you to change your personality into **Slippery**.



The drawer nearby has a **Leather Cape**. Grab it and talk to the previous king if you wish.

Back downstairs, go to the northwestern corner and check the barrel for a **Seed of Agility** before going up the staircase.



At the top of the staircase we can find someone in a large cell. He tells us he doesn't know this Robbin Hood guy. He does and he tells us he's in Skyfell Tower. I guess that's our next destination.

Back downstairs, the southwestern corner leads to a dead end in the basement but feel free to go check it out. And with that we're pretty much done with Romaria for now.

There's only one more thing to do. Rest at the inn and make it **NIGHTTIME**. Once you've done so head north to the fountain and you'll be able to find the friendly monster **Hornbert** behind the bush on the right. It runs away so you'll need to bring your Monster Wrangler for him to not run.



Go ahead and upgrade your equipment if you haven't already (at least what you can), heal up at the inn and save your game. When ready, head out.

There's not much to do around the castle area so head north to what looks like a barricade in the road. This is **Romarian Road** and a scene will play out as we enter. Once the scenes are over, head north past the soldiers and check the barrel on the left for a **Holy Water**.

Back out on the world map (northern side), open your map and note that we need to go northwest. Before we go look north to find a sparkle and a rock. Approach the sparkle to get **Antidotal Herbs x2** and **Moonwort Bulbs x3**.

Go ahead and approach the rock to enter a **secret spot**. Inside this spot there's a pot on the left side of the rock that has **Full Moon Ring** while the barrel on the right has **Strong Medicine**.



Back outside on the world map, head west now to where the quest marker is. This takes us to a building on the side of the river. Head inside to find **Romarian Outpost**. Once again, there's not much going on here but this is our main quest needs to go.

From where we enter, before you go inside check the pot to the south of the entrance to find a **Mini Medal** 🏅.



Go to the far left side and check the large rock over here for **Special Medicine**. Go inside now and you'll be immediately stopped. It seems we can't go through here unless we have the **Magic Key**. Yeah, as you may have guessed, this is the upgrade to the thief's key. Well, we're on a quest to find the Magic Key now.

With that, leave this place and back on the world map head back east to where we found the secret spot and we want to go north now. We want to traverse this barren land in between mountains. BEFORE we do that, go east until you hit the water and right before it you'll find a sparkle on the ground that gives you **Copper Swords x2, Leather Armor x2, Scale Shield**. The Scale Shield is definitely an upgrade.



Head back west to the secret spot and start going north. As you go, stick to the left side because you'll come across a grassy area that has a sparkle with **Seed of Luck, Medicinal Herbs x2, Strong Medicine**.



Continue north while now sticking to the right side. As you go you'll come across a large tree. This is another **secret spot**. In this area you can find the friendly monster **Gobblebert**.



That's the last thing. For now simply head north and enter the town you see up here, [Khoryv](#).

Khoryv

Welcome to Khoryv. What a weird name. Anyway, let us start by going northwest to the church. Do your normal church things here and exit right to the graveyard. Out here there are 6 graves. Interact with the bottom right one to find a **Mini Medal** 🏅.



From the church head to the southeastern corner to the inn. Outside there's a barrel with **56 coins** and inside, check both room's drawers to find **Plain Clothes** and **Necklace of Immunity**.

Head outside and head north to the item shop. Check the items he sells if you want, but on the right side is a red door. Go inside and check the drawer in the back to find **Boxer Shorts**. We'll get the chests in a little bit.

For now exit and head north to the building in the corner (the tavern). Outside, on the right side you can find a pot with a **Magic Water**. Inside there's a barrel to the far right with a **Musk**. Now go back outside and enter the door behind the tavern. This leads up to the second floor. Up here check the drawer on the upper left corner to find a **Fur Hood** and the barrel in the bottom left corner to find **Mini Medal** 🏅.



Time to mess around with the time now. Go to the inn and rest awhile, until **DUSK**. Once you've done so (dusk looks beautiful here, huh?) leave the inn and look northwest. There's a little Healslime. Approach it and he'll be on his way to the monster arena. Dope. Welcome **Healie**.



Return to the inn and make it NIGHTTIME. Once you do head back to the item shop (through the red door) and open up the 2 chests in the upper left corner for **Poison Needle** and **Rousing Ring**.



And with that we're officially done with Khoryv. Head back out to the world map.



We're not going north right now as there's another town over there. We'll go there later. For now open your map and you'll see our objective is to the southwest. Start heading in that direction and when you reach the water on the western side, follow it north a little bit to find a sparkle in the middle of the forest with **Unsealant x2, Strong Medicine x2, Chimaera Wing**.

Head south now and you'll reach the bridge connecting the 2 lands. Before you cross it make sure to follow the forest northwest. As you go you'll spot a sparkle with **Iron Apron, Turban, Seeds of Agility x2**.



At the very end of the peninsula you'll spot a tree that looks different. This is another **secret spot**. In here you'll be able to recruit the friendly monster **Trixie** and find a bag with a **Sage Elixir** (thanks to **atkinsonnathanj** in the comments).



Return and now cross the bridge. We are now in the Skyfell Tower region. Here we'll want to go south. Do so while sticking to the left side. As you go note there's a sparkle we can't reach (there are several like this in this region).

Past this one you'll reach another one next to a small forest. Grab this sparkle for **Antidotal Herbs x4**, **Medicinal Herbs x3**. Continue south-southwest and you'll reach **Skyfell Tower**. Go inside JUST to mark it on the map so we can teleport back.

Anyway, from the tower continue going south-southwest and you'll reach another sparkle, this one with **Tangleweb**, **Dazzle-me-not x3**, **Moonwort Bulb**. Now, by going south from the tower itself you'll be able to spot a different looking tree. This is a **secret spot**. Inside you can find a pot with **Slime Earrings**. There's also a pouch hanging on a tree that has a **Torc of Truth** for you (thanks to **Domema** in the comments).



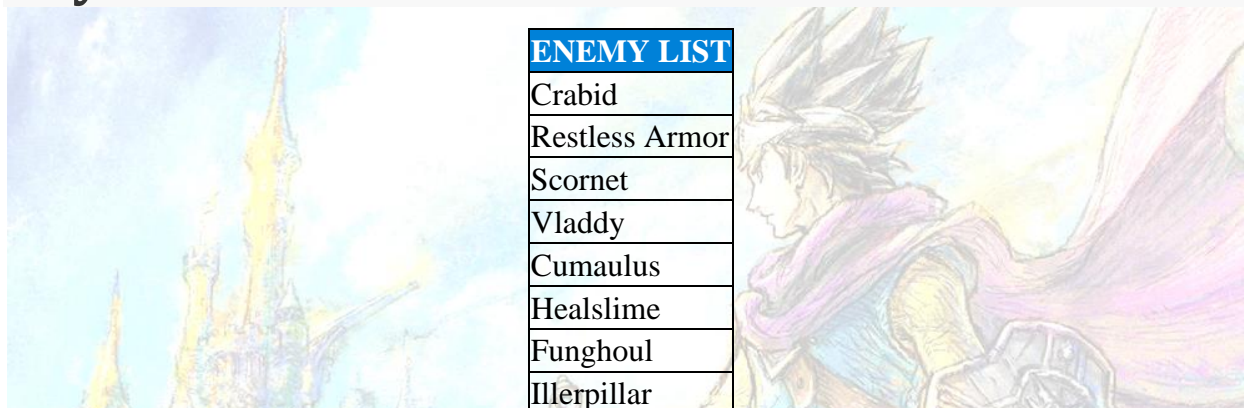
And lastly, make your way to the southwestern corner of the area to find the last sparkle we can get. This one nets you **Chimaera Wings x2**, **Seed of Magic**, **Seeds of Strength x2**. That's a lot of seeds!



And with that, fast travel back to Aliahan. We have 10 Mini Medals right now. Go ahead and head back home to rest (save yourself paying for the inn) and head to the Mini Medal Manor. We can get an **Edged Boomerang** for 8 Mini Medals. That's great. Next prize is at 12.

Anyway, go ahead and save your game here and once you're fully ready, fast travel back to the [Skyfell Tower](#) and we'll continue in the next page! See you there!

Skyfell Tower



Welcome to Skyfell Tower. This is the area we've seen in almost all trailers (you'll start recognizing stuff as you play through it). We are starting from the southern side so make sure to come in from the south.

1F



From the entrance head right first and you'll reach a dead end and a chest with a **Chain Sickle**.



Go left now and go right towards the center. Before you go southeast and up the staircase, go northeast to where an NPC with the yellow mask is and near him is a barrel with a **Magic Water**.

That's about it for this first floor. There's not much going on. Head towards the staircase now, speak to the NPC here that tells you about enemy weaknesses, and head upwards right after.

2F



Exit the "room" where we start (be careful of NOT falling off the edges) and go south and around to the eastern side of the floor.

Over here you'll spot a statue, but you can also find a chest with a **Wizard's Staff**. Even better yet, behind the broken pillar on the right you can find a friendly monster, the Bubble Slime **Bub**.



Return and we're going north now. This is practically a straight line to the staircase that leads up to the next floor. Of course, before you do, when you enter the northern room check the western side to find 2 barrels you can loot. They have **Seed of Defense** and **48 coins**.



That's it for this room. Time to go up to the next floor.

3F

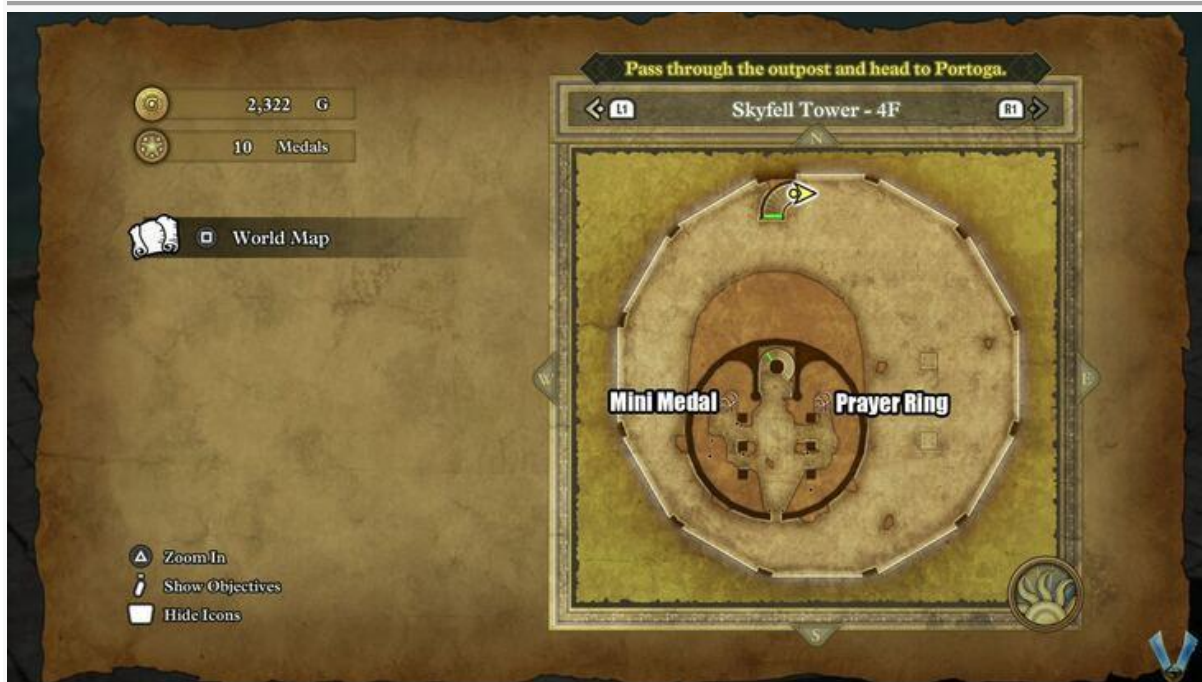


We start out on the eastern side. Enter the nearby room and check the bottom left corner to find a chest with a really nice **Bronze Shield**.



Start going around the outer passage and enter the next little room where you can find a knight NPC. There are 2 pots here you can loot with **1 coin** and **Strong Medicine**. That's all there is here so proceed to the northern room where the staircase going up is. There's nothing else in this floor so head up to the next floor.

4F



There's not much going on in this floor, at least here outside. Check the southeastern side of the area to find a pot with **33 coins**. On the western side of the central tower here there's a pot with **Musk**.

Head inside the central tower now and in here, check the left side first. There's a pot with a **Magic Water**, and there's also a chest with **Mini Medal** 🏅. On the eastern side is another chest with a **Prayer Ring** so make sure to grab that one as well!



Head upstairs now to the next floor.

5F

Here you'll have a scene with some of the bandits. They'll run away. Time to loot the room... I would like to say but there's nothing to loot. Do be careful because you can walk off the left and right sides.

Anyway, head upstairs now.

6F

Up here you'll have the bandits and the "Robbin' Hood" main guy. Talk to them... and down we go. Head back upstairs and open the chests here to find **Skull Ring** and **Ruby Wristband**. Good finds.



Heal up and walk off the right side then approach them to start a boss fight!

BOSS FIGHT: ROBBIN' 'OOD



Well, I don't know if I was overleveled for this fight(around lv.12-13), but this boss fight felt super easy. There's a couple of things that you REALLY want to be careful of, but for the most part it's an easy fight. If there is something that makes this a bit more difficult than it should, is that all of the smaller enemies are in their "own group". This means you can't use whips and magic to their fullest potential.

First off we have the Robbin' 'Oodlums. These are the golden armor suits that accompany the boss. The only thing they do is attack for around 10-15 dmg. That's it.

Robbin' 'Ood himself though, now he's stronger. His normal attacks do a little over double the damage from those of the Robbin' 'Oodlums. He also only attacks but I happen to see him attack twice in one turn so be very careful.

If you have a Priest in your party, have them cast accelerate to make your life a little better. If you also have the Edged Boomerang, this will come in clutch when hitting all the enemies.

After the fight we'll have a scene where Robbin' 'Ood will beg us to let him go. Here we can't really say no. If you do you'll be stuck here until you say **YES** haha. Go ahead and let him go and enjoy the scenes.

During these scenes we'll get the crown back and we'll be told that the Magic Key was last seen located inside the pyramid to the south near the desert. Hmm. Anyway, feel free to fast travel back to Romaria now.

AUTHOR NOTE

You can actually equip the King's Crown, and keep it without returning it to the king. Since we now know where the Magic Key is, we can just go get it and continue with our journey. However, returning the crown can trigger something fun.

If you return to Romaria and take the crown to the king, he'll ask you if you wish to be the king/queen of the country. If you say **YES** then he'll let you be the king/queen of the country. you'll even change outfit and everything.

Sadly you cannot leave the town because you're royalty now and can't even do monster battles. Damn. To return back to normal you need to go to the arena (the actual arena) and on the western side you can find the former king dressed in green. Tell him you don't want to be king/queen and you'll be able to continue.

With the tower out of the way, and us giving the king back his crown, what now? Well, we're technically supposed to go east and go clockwise around the land until you reach the Pyramid in the desert to the south. However, remember that town to the north of Khoryv? Let's go visit and explore this part first. We might as well because we're most likely not coming back.

So with that, fast travel back to Khoryv and start making your way north to the next town. On the way grab the very obvious sparkle for **Wayfarer's Clothes**, **Feather Cap**, **Coagulant x3**. Now simply head north and enter the next town, **Norvik**. See you in the next page.

Norvik

Welcome to the town of **Norvik**. As soon as you enter you see that something's not right. There's some sort of fog surrounding the town. If you talk to people you'll notice they're all sleeping. What is happening?

Well, before we even do anything note that all of the NPCs are like this. This doesn't mean we can't explore and loot the place clean, huh? Anyway, let's start with the inn. Head up to the second floor and enter the upper right room first. Check the bag on the wall for a **Mini Medal** 🏅.



The drawers in this room have a **Leather Kilt** and inside the ones in the left room has a **Wizard's Staff**. The bottom right room has **47 coins** in the pot.

Leave the inn and head to the northeastern corner of the town. There's a barrel behind the house over here that has **Special Medicine** in it. Inside you can find a pot out in the open with a **Seed of Strength**.



Inside the item shop there's a pot with **22 coins** you can get. Back outside, go directly south to find **143 coins** behind the 2 spiked posts (thanks to [atkinsonnathanj](#) in the comments). If you check the left side of the inn there's another NPC sleeping. If you check the barrel next to him you can get a **Coagulant**.

Head to the southwestern house now and inside check the pot in the kitchen for a **Seed of Agility**.



Head upstairs now and check the bookshelf to get the book **The Saddest Story Ever Told**. This teaches the personality "Crybaby".



Open the chest for a **Sage's Elixir** (heals 80 MP) then talk to the old man. He tells us about a dreamstone and that we should return it to the faeries. Did they steal it? Hmm. He also tells us that there's a faerie village to the west. We might as well go check it out.

And that's it for Norvik right now. Feel free to leave now.



We are going to the Faerie Village now. It's at the end of the peninsula and at the top of a mountain/hill. Anyway, from Norvik go west and north to the little tip of land to find a sparkle with **375 coins, Hardwood Headwear, Holy Water x3**.

From here we're going to continue going west but stick to the southern part of the peninsula. As you go you'll find a **secret spot**. In here you can find a friendly monster, **Harry**.



A bit more southwest you can find a sparkle with **Moonwort Bulbs x2, Seed of Life**.



Continue going west following the edge of the land to find another sparkle, this one with **Seed of Wisdom, Dazzle-me-not x3**.



And with that, go northwest and you'll spot a cave and a large tree at the top of the hill. This is [Faerie Village](#). See you in the next page.



Faerie Village

This is a very small village. So small that there aren't even any houses haha.

Regardless, let's see what we can find. For starters, head to the little pond in the center of the village. There's a pot on the right side of it with an **Antidotal Herb** and if you check the southeastern edge of the pond you can find a **Mini Medal** 🪙 (thanks to **Maelstr** and **Beorcbuster** for this one).



On the southeastern side near the exits there's a pot as well with **66 coins**.

For another pot, head to the item shop and to the right of it you can find it. It has a **Dazzle-me-not**. If you go around and talk to the faeries... yeah, none of them will talk to you. Why are they so mad?

Anyway, probably the most important thing here. Go directly south from the item shop and check behind the large rock to find a **Mini Medal** 🪙.



Well, we now need to go to the large house to the northeast (the only one we can enter). **BEFORE** we enter go left from the entrance and you'll be able to find a **Seed of Magic** on the ground near the red flower lamp thing.



Head inside the large house now to trigger a scene with the queen of the faeries. She'll tell us a little bit of what happened... at least we learn about what happened. Well, let's see if we can go find this dreamstone.

AUTHOR NOTE

You can find the friendly monster **Edgar** here during the **NIGHTTIME**. He's in the southwestern corner. He runs away unless you bring a Monster Wrangler to have him go back.



Now go ahead and leave the village, then go southwest and enter the [Underground Lake](#). See you in the next page.

Underground Lake



ENEMY LIST
Drac the Vlad
Morphean
Bullmustiff
Raven Lunatic
Betterfly

The Underground Lake is a pretty large dungeon with several floors. Enemies aren't that hard and there aren't any bosses to fight. There's a healing spot that fully heals you as many times as you want.

B1



Follow the path as we enter the dungeon and when you reach a fork make a left to find a chest at the end with **239 coins**.



Continue going south just to reach another fork. If you go left you'll reach an underground spring. There's also a priest NPC here. I was hoping I could save my game with him, but nope. Oh well. Continue going east and at the next fork go north to find a chest at the dead end with a **Mini Medal** 🏅.



Head south now and open your map to see there are 3 exits. The eastern most one and the right one from the 2 on the western side connect. Knowing this, go south from the fork and take the southeastern exit.

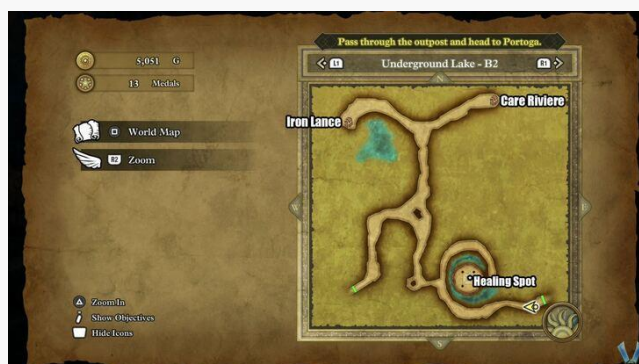
B2



This floor is pretty much a straight path with no forks. Go through the tunnel until you reach the western side where the water is. Over here you can find a chest with **Cloak of Evasion** and a friendly monster called **Antony**. Luckily he doesn't run away.



Head northwest now to go back up to floor B1, then go left immediately to reach another section of B2.



Down here, when you reach a fork go north first and around the tunnel. The little shrine at the end is what fully heals you. Make good use of it.

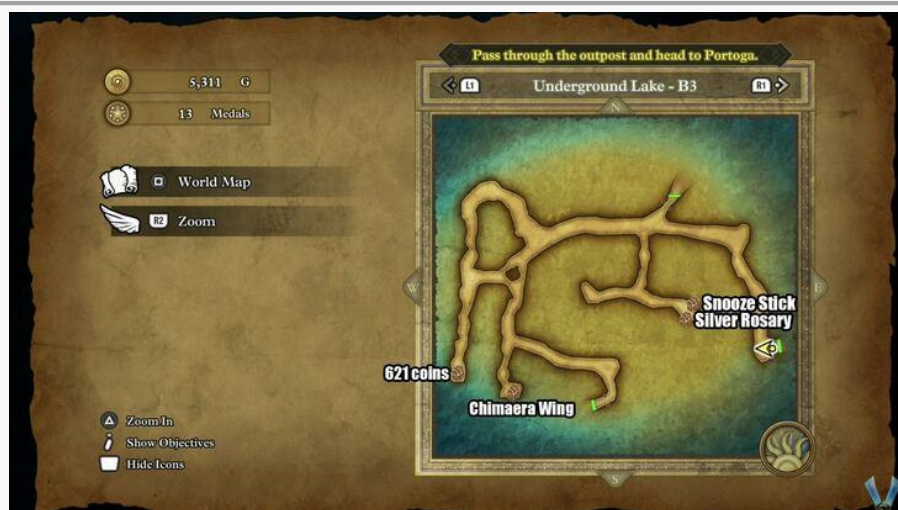


Return and continue going north to reach a fork. There is another fork here. Head north and follow both paths up here. The right tunnel has a **Care Riviere** while the left tunnel has **Iron Lance**.



Return to the fork to the south and now follow it west and down to the next floor.

B3



We've got ourselves another large floor. As you go through it you'll reach a 4-way fork. Go north first to go down to **B4**. This is simply a straight path that leads down to a chest with a **Steel Broadsword**. Great weapon.



Head back to the fork in the previous fork then head south. There are 2 paths down here. The path on the right has 2 chests with **Snooze Stick** and **Silver Rosary**.



Return and go west now. Open your map and you'll notice a dead end on the southwestern corner of the map. Head down to it to find a chest with **621 coins**.



Return to the fork to the north and head south down the eastern path. Go south at the next fork for another chest, this one with a **Chimaera Wing**.



Return and go east to reach the final floor.

B4



There's actually not much down here. Follow the path to the very end where we can find what we came looking for, the **Dreamstone**.



Go ahead and pick it up and you'll also find a letter from the Queen's daughter. Damn, this is dark. I do have to ask though, why do what they did instead of just... running away together?

Anyway, that's it for the dungeon. Cast Evac to get out of here.



Back outside, head back to the Faerie Village and give the Queen the letter you found alongside the Dreamstone. She'll be destroyed and give you the **Wakey Dust** and literally tell you to GTFO. Damn, I feel bad for her.

Anyway, Zoom back to Norvik and as you arrive, go ahead and use the item we just got to wake everybody up. Go ahead and talk to them all. Something really cool, go to the inn and talk to the people on the second floor. The woman seems to have been in love with Ortega, and the man in the bottom right room will recognize us. It also seems the other room is/was Ortega's. That's awesome! It also means that the people here were asleep for at least 10 years. Crazy stuff, huh?

The item shop has some good weapons for you to buy. Check them out and buy anything you need. We're about to go to an area with some strong enemies so I recommend you buy at least some Cloaks of Evasion. These are strong AND give you a boost in evasion. Also, if you have some Wizard's Staves (we should have like 3 right now if you haven't sold them). **DO NOT** sell them. They'll be a bit useful against the next boss fight in the Pyramid.

And with that, I'm going to cut the page right here. In the next page we'll be traversing through the world map, finish exploring this side of the continent (the snow area to the east of Norvik), and going southeast to the next town.

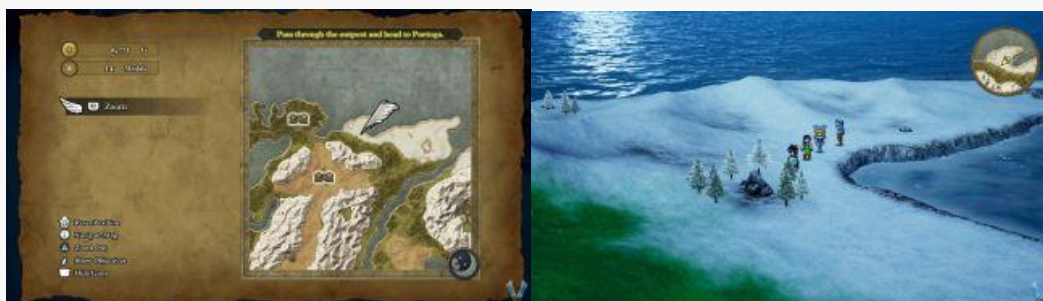
World Map Exploration

Time to proceed and head on over to our next town, **Asham**.

From Norvik start following the sea east towards the snowy area and as you go through the forested area you'll find a sparkle with **Seeds of Wisdom x2**, **Seeds of Stamina x3**.



Directly east you can find a rock surrounded by a couple of trees (in the snowy area). This is a **secret spot**. Here you can find a barrel in a center with **Rabbit Tail**. You can also find the friendly monster **Cloud**.



Continue following the snowy area east and in the northeastern side of it you can find a lone sparkle with **Leather Cape, Iron Lance, Yggdrasil Leaf**. Good find!



Go southwest from here and in the mountains that are near Khoryv (at the end of the forest) you can find a sparkle with **244 coins, Antidotal Herbs x4, Hardwood Headwear**. From here go south and follow the eastern coastline. You'll come across a **secret spot**, which is a large tree.



In here you can find a pot under a tree with a **Mini Medal** 🏅 and to the right of it is a bag on a tree that has **1,020 coins** (thanks to **shadowforce11** in the comments).




And with that, we can now proceed towards the next town. Zoom back to Romarian Road.

From here go east and cross the bridge when you reach it. After doing so, quickly go southwest to find a sparkle in the forest to find **Seed of Magic, Seed of Life, Unsealant x2**.



Go directly east from here and you'll reach a barren area. Go east-southeast and grab the sparkle you spot for **Chain Mail, Holy Water x3, Thorn Whip**. South-southwest from it you can find a green rock surrounded by trees. This is another **secret spot**.



This one has a barrel with a **Seed of Defense**, another barrel with a **Mini Medal** , and a third one with a **Dragon Scale**.



Exit this secret spot and go southeast. Stick to the eastern mountain range and you'll find a cave.



This is **Nordy's Grotto**. There's not much to do here. Follow the tunnel and go down the well in the corner when you reach it. Down here, the only thing I could find was a hidden **Special Medicine** in the bottom left corner.



There's also a **Seed of Life** in the upper right corner.



Head back up and go left to find a dwarf named **Nurdy**. He'll shoo us off. Hmm. Open the chests in the corner to find **Oaken Club** and **Training Togs**. Check the barrel next to the crates behind Nurdy to find a **Mini Medal** 🏅.



Back outside on the world map, go southwest to find the town of [Asham](#). Before you enter, go northwest from it to find a sparkle with **Feathered Cap x2**, **Turban x4**, **Silk Robe**. That's it, head back to town now!

Asham

This is the town before entering the desert! There are some preparations to make. Let us also start from the southern entrance.

Talk to the NPC down here if you want and check the pot outside the inn to find **Seed of Luck**.



Inside the inn, check the wardrobe on the left room to find a **Tough Guy Tattoo**. Enter the right room now and check the pot to find a **Coagulant**. Head on over to the equipment shop in the northwestern corner and over here you can find the friendly monster **Smiley**. This guy runs away so you'll need to bring a Monster Wrangler to get it. You can also use a **Musk** item for it to not run.



Check the barrel now for a **Musk**, then go inside the shop. In here talk to the guy and he'll sell you some equipment REALLY expensive. Yeah, he's trying to rip us off. The good thing is that you can say no and he'll half the price. He does this 4 times. For example, he knocks down the Knuckledusters from 35,200 down to 4,400. That being said, for weapons we already have a Snooze Stick and an Edged Boomerang. In the next dungeon we get a Knuckledusters. That being said, if you have a Martial Artist this weapon is amazing and would be super useful, ESPECIALLY in the Pyramid (next dungeon). I personally bought it without knowing we'd be getting one and I don't regret it. It also gives you a trophy/achievement so there ya go haha.

Go east now and go in between the 2 buildings to find a pot with a **Seed of Stamina**.



Check the item/equipment shop on the right if you want then enter the building south of it. Inside check the pot to find **28 coins**. Outside the house is another pot with **7 coins**.

Note that you can make it nighttime and inside the large building on the western side you can find some belly dancers. Not much we can do in here besides watch them dance. For some reason they remind me of Jessica from DQ8. Man I love that game to death.

North of this building is another one with a dancer outside that doesn't let you in. This is the **Puff-Puff** building. Sadly you can ONLY enter if you have a male character. It doesn't have to be the Hero, it can be any other regular character.

Anyway, once you bring a male character talk to the dancer and she'll let you in. Go ahead and enjoy the scenes. I definitely did haha.



Once you regain control inside the building, check the dresser in the left room to find **Leg Warmers** (thanks to **shadowforce11** in the comments).



And with that we're done with the town. Time for us to leave.



We've got a long ways to go to the next city so you better strap on. From Asham head south and follow the coast. You'll spot a sparkle on the left with **Chimaera Wing, Leather Cape, Silver Rosary**.



Head directly south and as you cross the forests you'll spot a sparkle with **Boxer Short x2, Iron Claws, Training Togs**. Further south is a **secret spot**. In this one you can find the friendly monster **Arthur**.



Start making your way northwest towards the desert and in the forest before the desert you can find a sparkle that has **Antidotal Herbs x4, Seed of Strength**.



From here go ahead and open your map. Here you'll see there's the Pyramid directly west from us (where the quest marker is). Before we go there we need to make a pit stop to the town of **Ibis**. This is the one located southwest of here.

AUTHOR NOTE


Be very careful of the **Grillerpillar** enemies. These guys act twice per turn and can use Fire Breath. This attack hits everybody for around 10-12 dmg. It SUCKS. If you have 2 of them and both use Fire Breath twice, that's a good 50 dmg. to your entire party in one turn. Be very careful. Make sure you've saved your game before you continuing.

Head south following the water and when you reach the mountains look west to find a sparkle at the edge of the desert with **Seed of Strength**, **Moonwort Bulbs x2**.



Continue south to the large puddle of poison water. Run into it and enter the only little building on the northeastern side of it.



This is the **Desert Shrine**. Inside you can talk to the old man if you want. He'll mention going to the Pyramid for the Magic Key. Anyway, check the pot in the upper left to find **Mini Medal**  and the bookcase for the book **The Girl's Own Annual**. Teaches the personality **Tear-Away**.



The drawer on the left has **108 coins** and that's about it for this place.

Back outside, head northwest and you'll see a sparkle with **Chimaera Wings x2, Seed of Wisdom, Musk**.



And with that go ahead and make your way to the town of [Ibis](#). I'll see you in the next page.

Ibis

We are starting from the western side this time.

As we enter, to the north is another monster arena. Head inside and you can go through a fight if you want. Check the pot northeast of the old man to find an **Antidotal Herb** (thanks to **CrabdaddyLonglegs** for this). If you head to the arena itself, check the northwestern barrel to find a **Bronze Knife**.

Just north of it, past the item shop, is a house. Check the pot outside for **14 coins** then go inside the building. As soon as you enter check the bag hanging from the wall on the northern side to find a **Magic Water**. Enter the room to the south with all the statues and check the bottom left corner to find a **Gold Chain** accessory.





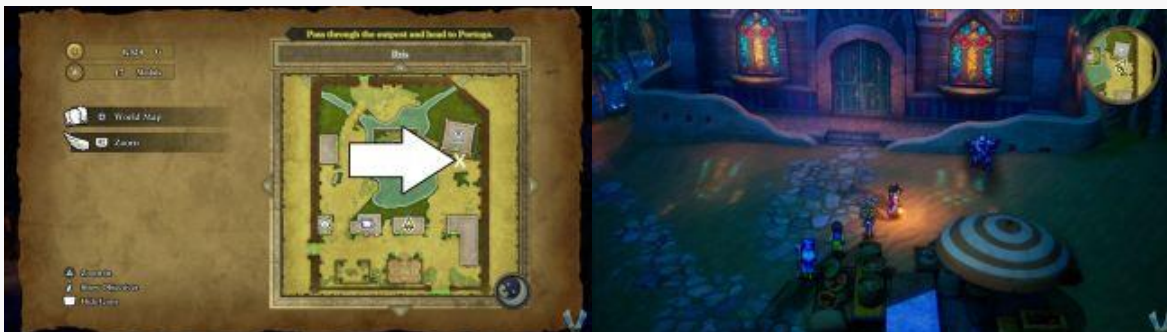
Head upstairs and check the wardrobe for a **Boxer Short**. Head back outside, go east across the bridge and check the cacti northwest of the well to find a **Cara Riviere**. Head down the well now. Down here you can find a chest with **Prayer Ring**.



AUTHOR NOTE

Going north from here you can reach the palace. We'll be visiting this place AFTER we get the Magic Key, just so we don't do 2 trips.

Head back outside and go right to the church. During the night here you can find the friendly enemy **Mumsy** outside. Make sure to bring a Monster Wrangler because it runs away.



Go ahead and save your game if you haven't already but head south to find an item shop...

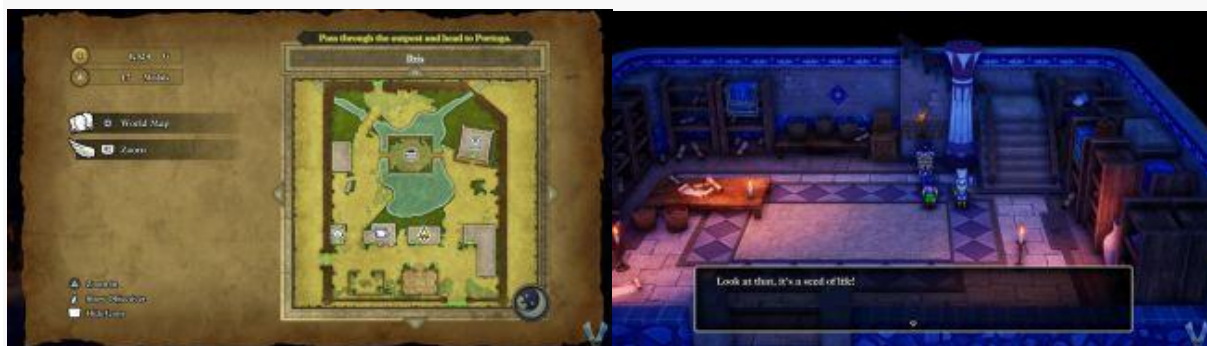
AUTHOR NOTE

In the upcoming dungeon, the Pyramid, we'll have a boss fight. This boss fight LOVES to inflict bedazzled. This is pretty much the "blind" status effect. This one is almost 100% making almost all your physical attacks useless. The item shop here sells **Torc of Truth**. This helps prevent bedazzled, but it's not guaranteed. You can still get inflicted with it. We already have one of these and I highly recommend you buy one for each of your physical attackers. This means your Warriors, Martial Artists, the Hero, etc.

Check the barrel next to the item shop for a **Chimaera Wing**. Head into the equipment shop to the south and inside check the pot in the bedroom to find a **Mini Medal** 🏅.



Purchase any equipment you need then leave the building. Grab the **Dazzle-me-not** from the pot outside, then go west and the next building will be locked during the day. During the night you can find **Mocrates** inside, on the second floor. On the first floor, there's a bag on the northern side with a **Seed of Life**.



Upstairs, check the bookshelf to find the book **The Eureka Moment**. This teaches **Genius** personality .



That's it for this building.

To the left is the inn. Inside, check the wardrobe to find a **Leather Dress**. Grab it, exit the inn and in front of it are some graves. Check the middle one to find a **Mini Medal** 🏅.



And with this we're pretty much done with this place.



Back outside, go northwest from the town and you'll be able to spot a **secret spot**. It's a tree surrounded by rocks. Here you can find the friendly monster **Fixer**. Do note that it only appears during dusk, so basically between day and night (when the sun is setting). There's also a pot with **Oomph Powder**.



From here go northwest to find a sparkle with **Leather Cape, Scholar's Cap, Wizard's Staff**. Go northeast from here to find the [Pyramid](#). Before entering go northeast from it to grab the sparkle almost behind it with **Copper Swords x3, Scale Shields x2, Leather Armor x2**.

That's it, go ahead and enter the [Pyramid](#).

Pyramid

ENEMY LIST

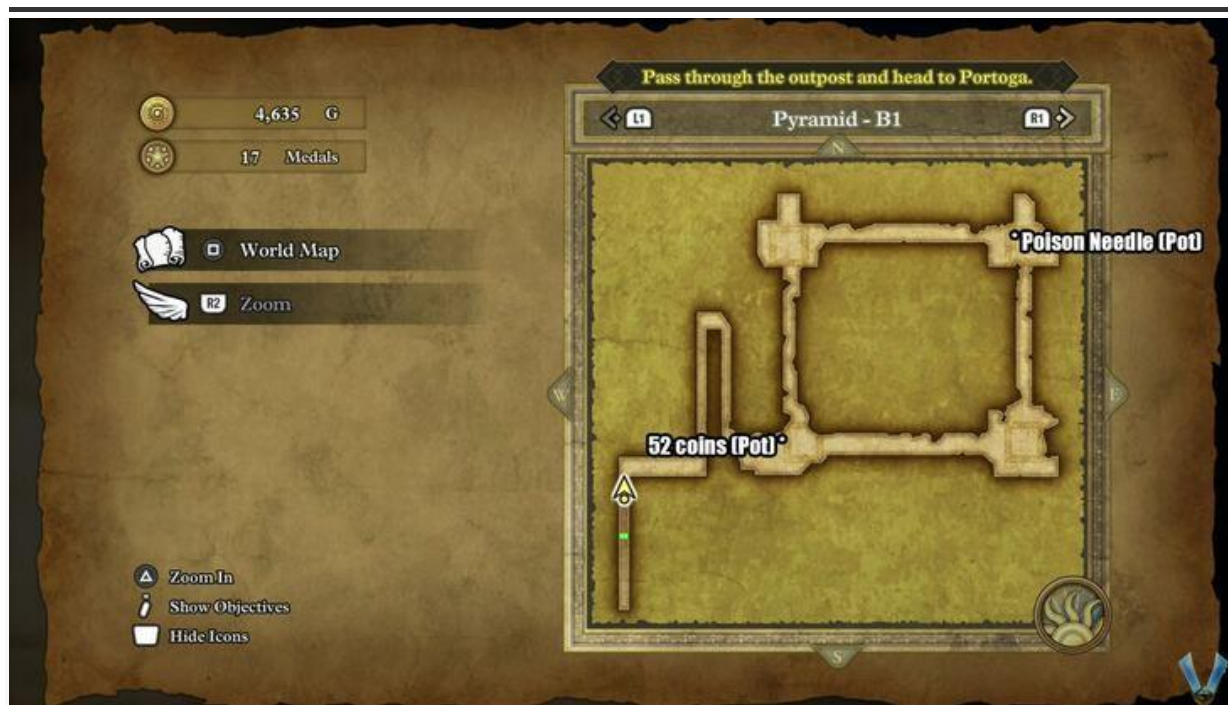
Mummy Boy
Shade
Overload
Mummy
Walking Corpse
Bag o' Laughs
Grillerpillar
Cannibox

AUTHOR NOTE

Before you start, make sure to bring a healthy supply of Medicinal Herbs. This is a really long dungeon if you don't know what you're doing, so for you it shouldn't be. Still, if you have a Priest they'll run out of MP pretty quick, especially if you also have them cast spells. The Hero can also heal a bit but doesn't have nearly enough MP. Having a bunch of Medicinal Herbs allows you to keep on going. Of course also make sure to put them in each of your characters' bags so you can use them during fights.

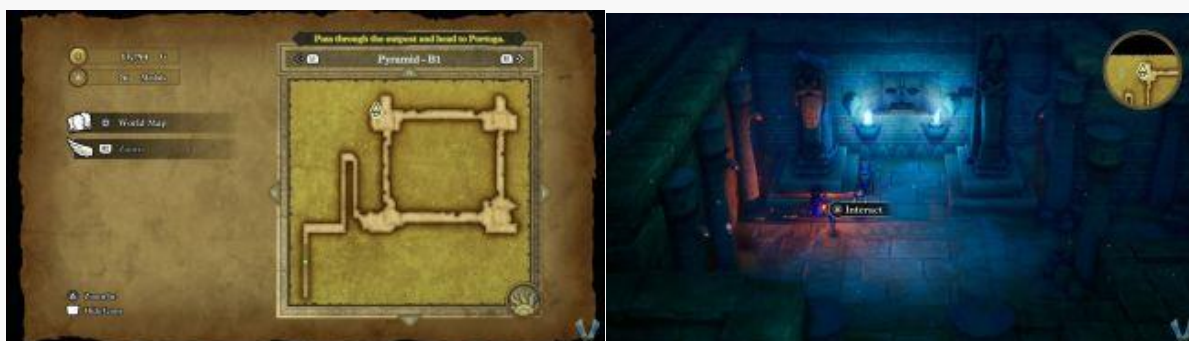
As we enter we'll have a large open area with 2 entrances to the Pyramid. Let's start with the left-most entrance.

B1



You pretty much fall down here if you fall for any of the traps so be careful when going through the pyramid. The bad thing about this basement is that you can't cast spells so there's no healing besides herbs.

Check the map above and go down there and grab the 2 items from the pots, the **Poison Needle** and **52 coins**. Now, check the northwestern corner and you'll notice 2 large statues on the northern side of the room. Notice the left one is broken? Interact with it to reveal a staircase going down.



Down here follow the path to the end and you'll find a huge sarcophagus. Open it up to find the **Golden Claws**. These are AMAZING weapons for your Martial Artist. However, as soon as you get them and try to leave the presence in the sarcophagus will curse you.

This curse, what it does, is that it REALLY increases your encounter rate. You'll enter a fight every couple of steps. This curse will be ongoing until you leave the basement completely and are back outside. I think I did like 30-40 fights? Another reason for you to use all that bunch of healing herbs.

Head back outside and go through the main entrance now.



AUTHOR NOTE

Be careful of traps on this floor. Read ahead carefully so you don't trip any of them. There's one on the floor in the room coming up.

Head north up the path and **BE CAREFUL**. In this room, the central square on the floor is a trap and if you step on it you'll end up in the basement.



In this little fork room check the pot on the northern side for **128 coins**. To the left is a chest that's empty so no need of going that way. To the right there's a chest with a **Magic Water**.

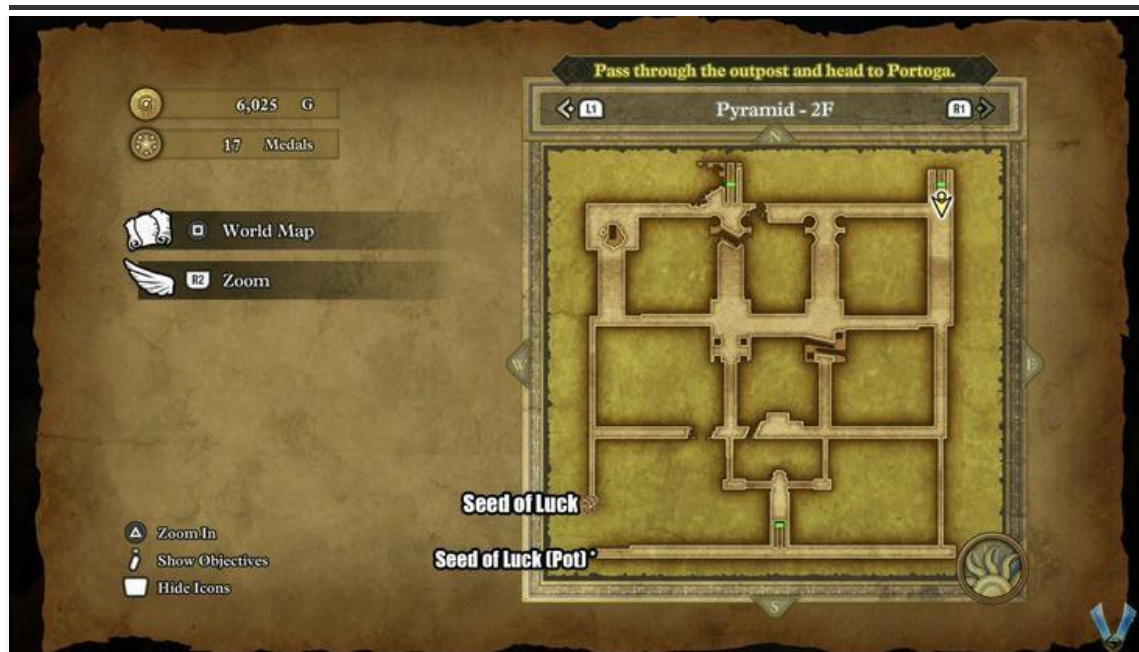


Return and continue north. Don't step on the central square once again. To the north is a dead end but there's a pot with a **Coagulant**. Go left now and you'll spot there are 3 chests. The bottom and middle chests are **Cannibox** enemies. These are your typical mimics in this game. They hit very hard and can put you to sleep. In short, they SUCK. They do give you a bunch of XP though so worth killing.

The top chest though has an **Unsealant**.



Go down the right path now until you reach the next floor.




This is a large room with almost nothing.

Start by going directly left and at the end you can find a pot with a **Holy Water**. Go south from here then go left. At the very end of this path make a south to find a chest with a **Seed of Wisdom**.



Head north to the corner now, then go right and take the stairs back down to the first floor.

Back down in floor 1F, go left first to find a chest at the very end with **Mini Medal** .



Go over to the right side now to find 4 chests, 2 on the top and 2 on the bottom. The bottom right has a **Prayer Ring** while the top right has a **Knuckledusters** for your Martial Artist (this is the one I previously mentioned back in the Asham page).



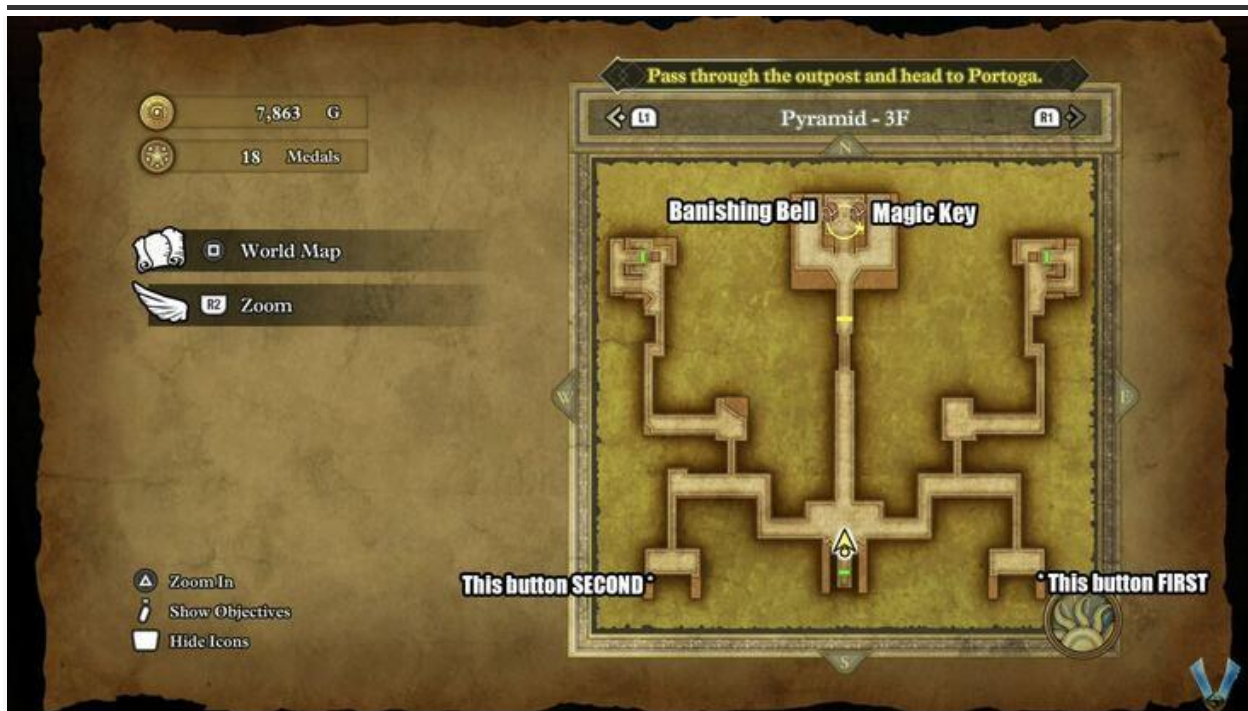
Head back upstairs now.

Back up here, you'll want to go south from the stairs (of course you'll have to go left and around the fallen pillar). As you go up the stairs, check the left side for a pot with some **244 coins**.

Head to the southern horizontal path now. BEFORE you go up the stairs down here make sure to go left to find a pot at the very end with a **Seed of Luck**.

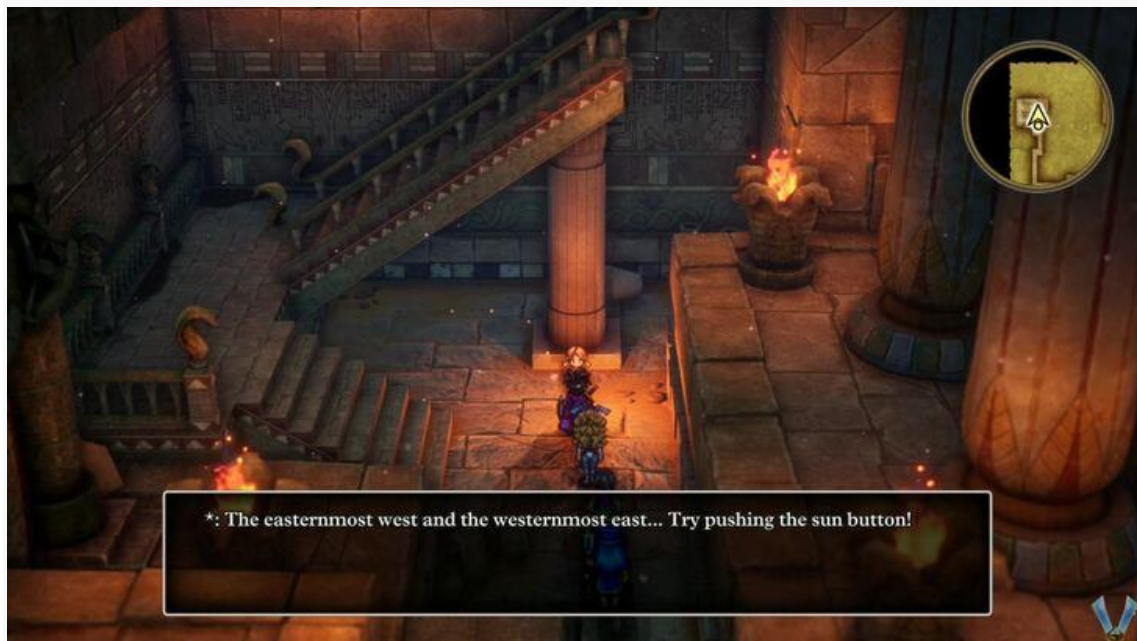


Return and now go up the stairs to the third floor.



This floor sucks. It has a puzzle and if you get it wrong you'll be knocked back down to the previous floor. Anyway, if you go to the northwestern corner of the floor (where the stairs are) you can find a little girl (WTF is a little girl doing here?) that tells you about the puzzle and how to solve it:

The easternmost west and the westernmost east.



Ok, this seriously confused me and I'm actually wondering if they mistranslated this. Basically, on the southwestern and southeastern corners of the floor you can find 2 buttons in each corner. You need to press them in the following order (and only 2 of them):

- Southeastern corner, **RIGHT** button.
- Southwestern corner, **LEFT** button.



By pressing these 2 buttons the doorway in the center will open up. Past this is a boss (I didn't know) so **MAKE SURE** you go back and save your game, heal up, restock items, buy those Torc of Truth and equip them, then head back to the third floor and approach the northern central side to trigger a scene with the **Ripper of the Rift**, then you'll start a boss fight.

BOSS FIGHT: RIPPER OF THE RIFT



I believe this is a new boss fight. The Ripper of the Rift is an actually tough fight, especially if you just bump into him without going back to heal and prepare yourself.

Besides the Ripper of the Rift, there are 2 more enemies here: the **Kylla**. These guys can perform normal physical attacks and even use offensive magic. To make things worse, they can also heal one enemy.

As you can tell from the attacks listed below, the Ripper of the Rift has some very strong attacks, especially that Woosh. This one hits every single party members for quite a bit. This paired up with the Kyllas' Crack spells can really do a ton of damage in one turn.

To make things worse, the Ripper can inflict "blindness" to all party members while the Kyllas can put them to sleep. Luckily for us they only move once per turn, making this much more manageable. Sadly, once you kill the Kyllas the Ripper will be moving twice so keep that in mind.

I don't know if this is 100% accurate, but the Kyllas are a bit different. I did this fight twice and the left Kylla felt much weaker than the right one. For this I highly recommend you kill the left Kylla first to really lower the amount of enemies. Afterwards, target the right Kylla then do the Ripper.

The one character I found super useful in this fight is the Priest. They are probably the most useful party member in the game (not only in this fight but for the entire game). They have Accelerate, a spell that increases your party's speed. They can also use Magic Barrier. This halves the damage the enemy spells do. Yeah, incredible, huh? Well, at this point they should also have Midheal which can almost fully heal your party member.

Overall, not that difficult of a boss fight. If you have the Torc of Truth items equipped, this fight is much more manageable and faster. One thing you can do is to equip your party members that use physical attacks (Hero, Martial Artists, Warriors) with a Wizard's Staff. This is so even if they're blinded they can at least cast some spells. Won't be super strong, but a little bit of damage is better than missing attacks left and right.

- Ripper of the Rift
- **Attack:** hits one party member for 25 dmg.
- **Woosh:** hits all party members for around 20 dmg.
- **Dazzle:** inflicts bedazzled to the party.
 - - Kylla
- **Attack:** hits one party member for like 10 dmg.
- **Crack:** hits one party member for around 25 dmg.
- **Glare:** puts a party member to sleep.
- **Heal:** heals one enemy for around 30 HP.

After the fight we'll have some scenes where the Ripper will die and vanish. Yeah! Go ahead and open the chests behind him to find **Banishing Bell** and **Magic Key**.



Head upstairs to the 4th floor now.


4F

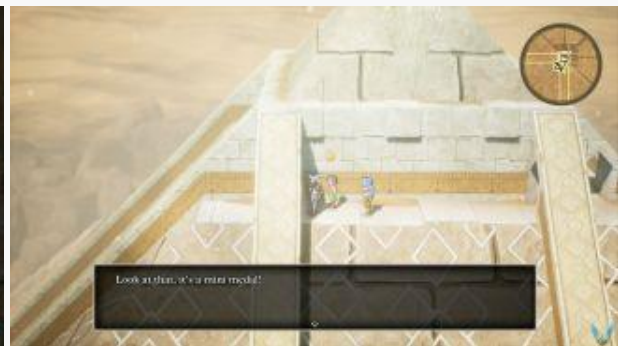


This has a blue door. This opens with the Magic Key. The room ahead though... it has a whopping **14 chests**! Yeah, a ton of it! **HOWEVER**, each time you open one of these chests you have to fight a group of enemies. I'm not even kidding. This took me so long! Anyway, check the

map above and check which chests you want. Of course, if you want them all then open them all and fight all the groups. Just be ready for them. Probably, the only useful items are the Yggdrasil Leaf, Magical Skirt, Holy Lance, and the Seeds of Agility and Strength. Anyway, after opening all the chests, or the ones you want, head up the stairs in the bottom right corner to be on the last floor. Open the chest here to find a **Fizzle-retardant Suit**.



Now head up the steps to reach the outside. Out here check the left side to find a hidden **Mini Medal** .



And with THAT we are finally done with this hellhole! I'm cutting the page short right here because in the next one we are checking out all the places where we can use the [Magic Key and Moving On](#) with our objective. Sounds good? Good. See you there!

Magic Key and Moving On

Well, that Pyramid is FINALLY done! Man I hated so many enemies in there. The traps were annoying and the puzzle near the top was also haha.

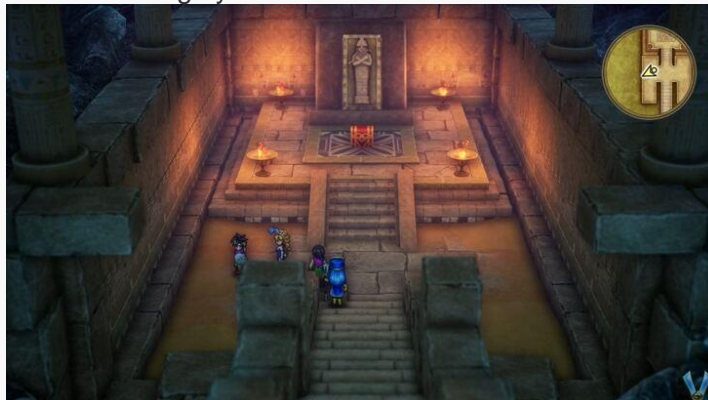
Ibis

Anyway, let us go around the world and check out all those locked blue doors we previously found and see what we can find. Let us start by going back to Ibis and head north to the palace.

Once we reach here, open your map and notice the upper left entrance to the building. Head there and you'll go down into the basement. Down here we want to go down the stairs to the north. However, if you follow the eastern path to the south and back outside, you can find a **Turban** at the very end.



Anyway, as you go down the stairs to the floor B2, go up the central path and go down to the next floor. Crazy deep. Down here though you'll find a lone chest.



Open the chest to find the **Meteorite Bracer**. As you do this the sarcophagus in front of you opens up and the skeleton will ask you some questions. I don't think your answers matter but I said **YES** twice.

Anyway, the Meteorite Bracer is incredible. It gives the equipped character a HUGE boost in SPD. I recommend you give it to your healer. Being able to heal first during any fight is extremely useful.

Head back outside and enter the palace through the main entrance now. Inside open your map and you'll notice a ton of locked doors. Wow. Start by going up to the throne room and talking to the Queen. She tells us to go to Portuga. Yeah, we kinda knew that miss.

Right after talking to her, you can check the 2 rooms. On the left side is a blue door that takes you up to the queen's room. Nothing up here sadly, and nothing in the entire floor. Head back down to the first floor.

Let's start by going left. There are 2 red doors over here. The bottom room has a pot with **Unsealant**. Grab it and enter the top room and the pot in here has **38 coins**. If you go north you'll find a blue door that leads to 4 chests. Sadly there's a guard here that won't move. Hmm.

The next door to the right leads to the courtyard. Sadly, nothing here either. Why is this game so empty? The next blue door to the right leads to 4 more chests we can't get. South of this are 2 more red doors. The top room has a drawer that has the book **Leap before You Look**. This teaches the **Daredevil** personality.



The bottom room has several bookshelves. Check the right one to find the book **Fail Is a Four-Letter Word**. This teaches the personality **Sore Loser**.



Go change the time to NIGHTTIME and the 2 guards blocking the chests from before will be gone. Go ahead and check both sides and open up all the chests. You'll be able to get (thanks to **hblanchard1978** in the comments for this):

- Silk Robe
- 172 coins
- Seed of Wisdom
- Sage Elixir
- Seed of Life
- Golden Tiara
- Mini Medal 🏅
- 673 coins



Head up to the second floor now and check the throne now that the queen is gone to find another **Mini Medal** 🏅.



Check the southwestern corner of the throne room to find the friendly monster **Anjellica**.



Go up to the queen's room and you'll find her in bed. Talk to her then check the sparkle behind her bed to find a **Recovery Ring**. This is great because it heals the wearer while you walk.



That's actually it for the palace.

Leave Ibis altogether and go north-northeast from town and you'll be able to spot 3 sparkles all next to each other (thanks to **hblanchard1978** in the comments for this). Grab them to find **Primm's Primer (book)**, **Loving Living: A Grinner's Guide (book)**, **774 coins**, **Gold Chain**, **Ruby Wristband**, **Garish Garb**.



Northeast from here is a **secret spot**. In this one you can find 3 barrels in the center that have **Prayer Ring**, **388 coins**, **Seed of Defense**.



Aliahan

Head to the castle and open the blue door in the upper left corner. There are 6 chests to open here. They give us:

- Rune Staff
- Seed of Strength
- Seed of Agility
- Aerofoil Earrings
- Ring of Clarity
- Mighty Armlet



Romaria

Enter the castle and open the northern door to the courtyard. Check the right side of the fountain to find a **Tangleweb**.

Asham

During the night, enter the large building on the left side (where the belly dancers are) and enter the door. If you talk to the manager and the dancer back here they'll mention a cave among the mountains. This is that little cave to the northeast.

Before leaving, check the seat in front of the manager to find a **Mini Medal** 🏅. Thanks to [riverrunsred1134](#) in the comments for this one.



Enter the building on the northwestern side (next to the man that tried to rip you off).



Inside grab **39 coins** from the pot then go up to the second floor. Up here enter the room and talk to the man if you want. Check the bookshelf to find the book **Look, No Pants**. This teaches you the personality **Clown**.



On the left side there's an imp you can talk to and fight. Nothing special about it and I don't even know why it was here. Oh well. Make sure to stand on the upper right square platform to get a **Mini Medal** 🏅.



One last thing. Go ahead and fast travel back to Aliahan and turn in the Mini Medals. If you've been following the guide you should get **Silver Plater**, **Prayer Ring**, **Strength Ring**, **Scholar's Specs**. Great items!

And with that, we're ready to proceed with the story.

Moving On

Fast travel back to Romarian Outpost, go inside, go through the door and down the stairs. Down here we can't follow the bottom door so we need to continue left. As you go do make sure to check the barrel on the northern wall to find an **Angel Bell**.

Go left now and BEFORE you exit check the bottom of the stairs to find a **Seed of Luck**.



And with that continue going through until you're back out in the world map.

Cross the bridge and go southwest. On the northern side of the large mountain there's a sparkle with **Strong Medicine**, **Dazzle-me-not x3**. Go west following the mountain and you'll find a **secret spot**. Here check the bag on the tree to find **Asbestos Earrings**. You can also find the friendly monster **Hoodini**. He runs away so bring a Monster Wrangler.



Go to the southwestern side of the island now to find a sparkle in the forest with **Seeds of Agility x2, Angel Bell**.

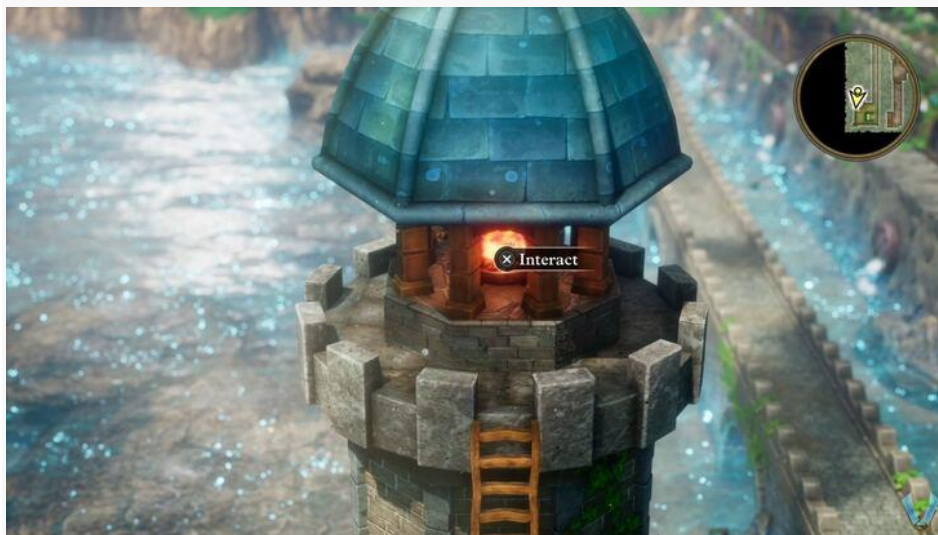


Go east from here to find **Portoga**. Before going in, go northeast real quick to find a sparkle with **Leather Kilt, Musk and a Poison Needle**.

Portoga

Welcome to the city of Portoga! We are starting the exploration from the northern entrance.

As we enter open your map and note that there's a path going west, around the large building in the center, then goes south. Follow this path and once you reach the southwestern corner you'll see a ladder going up the tower and some stairs going down. Go up the ladder first and check behind the brazier to find **Care Ring**.



Head back down and go down the stairs. There's a priest down here. Check the pot in the center for a **Mini Medal** 🏅 and the bookshelf in the corner to find the book **The Saddest Story Ever Told**.



Head back to the entrance and head south now. Go left once you pass the wall and where you see the table, check the barrel to the north to find a **Seed of Luck**.



Enter the locked building now. Check the bag inside the first room on the left to find a **Seed of Strength**. Super useful. Crazy that I haven't used any of them haha.



Head outside and south. Check the barrel next to the priest to find a **Moonwort Bulb**. Go right and enter the shop building now. Before you even check the shops, go through the red door and you'll be outside with the horse. Check the hay in the corner to find a **Mini Medal** 🏅.



Head back inside and do your shopping. Inside the rooms of the inn, the first one has a **Sparring Unit** suit in the drawer. Exit the shops and check the southeastern corner of the building to find a barrel with **14 coins**. Go directly south from the shop to find a little plaza with some benches and a guy singing. Check the left benches to find a **Special Medicine**.

To the left of this platform are some stairs to the south that go down to a little pier. Move to the end of it to find a couple of pots that have **67 coins** and **Seed of Defense** inside.

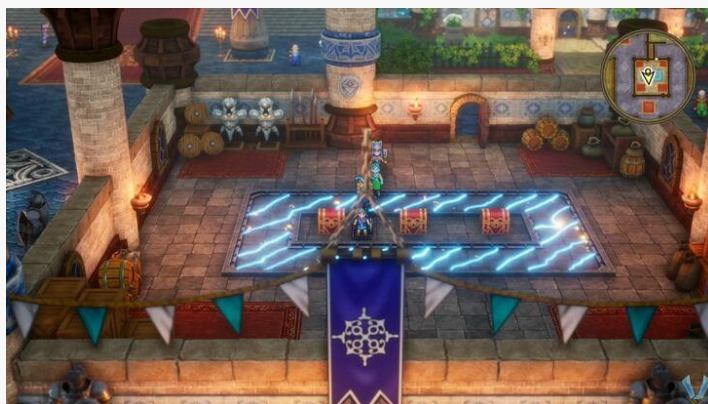


Return back up and go left across the bridge. We'll be in the area with the castle up north and the 3 piers to the south. Go down the western most pier and at the very end you'll be able to go down a couple of stairs and find a pot with **Seed of Strength**.



Head back north and from the entrance of the castle go left around the corner to find a pot at the end with **Unsealant**. Grab it, return and go inside the castle.

In here we don't have much to do. Let's go loot this place real quick. Go right from the entrance and you'll reach 2 doors. Enter the red southern one and you'll see 3 chests surrounded by electricity. The electricity damages you when you touch it, but not by much. Go ahead and open them up for **Gold Chain**, **Edged Boomerang**, **Staff of Antimagic**.

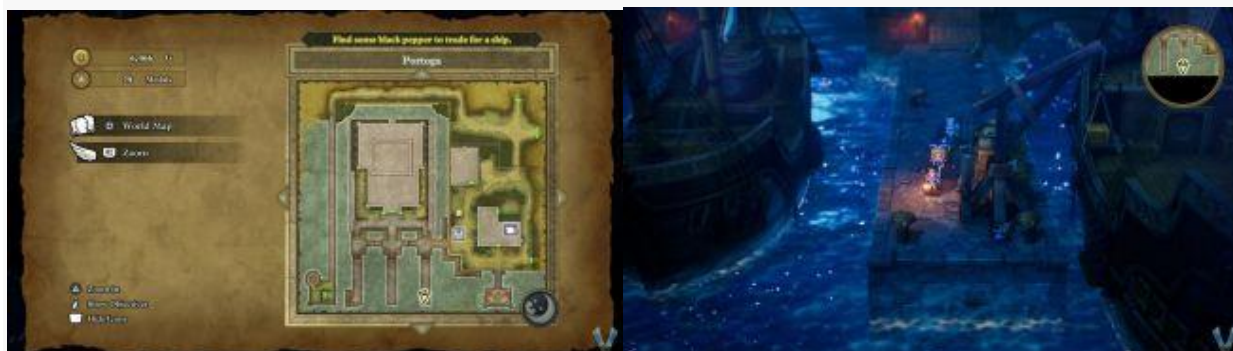


Enter the northern blue door now and check the drawer next to the bed to find **Oomph Powder**. That's it.

Go left from the entrance now and go talk to the king. Just like the king of Romaria, he'll want us to prove ourselves. For this guy, he wants us to go to Baharata and get pepper. Yeah, like black pepper for cooking. Sounds about right. I love pepper so we might as well haha.

Luckily for us, he tells us about the passage where Nordy the dwarf is and he'll give us a missive from him so we can pass. Awesome!

Head back to the inn and make it nighttime. Once you've done so go down the first down in front of the castle and you'll find the friendly monster **Marin**. He runs away so either use a Monster Wrangler or the Thief's ability for him not to run.



And that's it. We this we're ready to move on to get the pepper.

Go ahead and zoom over to **Nordy's Grotto**. If for some reason you didn't come here on our way to Ibis, you can find it northeast from Asham.



Head to the back to find Nordy. Talk to him and show him the missive we got from the king. Afterwards follow him and a little scene will play out where he breaks down a wall. Nice! Time for us to continue. Follow the tunnels until you reach the exit. Right BEFORE you exit, check the barrel to find a **Coagulant**. Nice! Now simply leave the tunnel.



As we exit the tunnels, go ahead and open your map. We have a HUGE area to explore. Our destination, **Baharata** is to the southeast. However, we're going north first. There's not much by going north but we can find a new place we can add to our fast travel points.

Start going north and you'll immediately spot a sparkle. This one has **Fur Hood, Leather Kilt, Chain Whip**. Continue going northwest from here and when the area opens up, go west while sticking to

the mountain side to the south and you'll eventually reach a **secret spot**. Here you can find the friendly monster **Rainey**.



North from here is a sparkle in the forest you can grab for **Medicinal Herbs x3, Yggdrasil Leaf, Strong Medicine x2**. Continue north and enter **Olivia's Promontory**.

Inside this building... there's literally nothing we can go. Check the bang hanging on the wall in the upper left corner to find a **Prayer Ring**. There's an inn you can make use of if you want. There's also 2 locked doors in here, the silver doors. These use the last key to open. Hmm.

Leave Olivia's Promontory and go southeast following the cliffside and grab the sparkle when you get to it for **Moonwort Bulbs x4, Seeds of Strength x2, Seed of Luck**.



Fast travel back to the grotto (or run back down there) and go directly east from it to find a sparkle next to the mountainside for **422 coins, Leather Armor**. Southwest from this sparkle is a **secret spot**. In this one you can find a pair of barrels that has **Magic Water** and **Angel Bell**.



Go south to the lake and check the little piece of land to find a sparkle with **Iron Apron, Boxer Shorts, Turban**. Go west towards the water and start following the cliffside south. As you go you'll find a sparkle with **Dazzle-me-not x2, Angel Bells x3**. Continue south and after you enter the sandy area, keep an eye on the right to spot a sparkle with **Seed of Defense, Seeds of Agility x2**.



Continue south and nearing the tip of the land you can find a **secret spot**. In this one you can find a bunch of pots. Check them to find **513 coins**, **Mini Medal** 🏅, **Strength Ring**.



Continue east following the cliffside and keep your eye to the northeast to find a sparkle that has **Antidotal Herbs x4**, **321 coins**, **Boomerang**.

From here I couldn't really find anything else so simply head east and make your way to our next town, [Baharata](#). See you there!

Baharata

As we enter this town we'll have a scene where a man named **Gopal** is sprinting out of town because some bandits kidnapped his beloved. Oh goodness, I think we'll end up helping him, huh? Continue watching the scenes and... yeah, we're helping.

Let's explore this place during the day. Let's start by going north from where we're left off. We have the church here. Go ahead and save your game and revive any party members (if you need to).

Check the right side of the church (between it and the inn) to find a pot with **Dazzle-me-not** and a barrel with **Seed of Magic**.



Head inside the inn now and check the drawers in the second room to find a **Mini Medal** 🏅.



Feel free to check the shops now. The equipment shop has some good pieces of gear. The one thing you'll want to notice is the **Somatic Staff**. I was very apprehensive at first because it uses MP to do normal attacks. Don't worry though, each attack consumes 3 MP (I don't think it can consume more) and it actually hits pretty hard. I didn't buy it here (bought it in the next town) but if you have someone who can use it, I highly recommend you spend the 6600 coins to get it. It helps a lot because if you have your party doing auto battles, your priest/mage won't be using magic every turn. Their physical attacks will also do a ton more dmg., saving you MP in the long run (useful in the upcoming dungeons).

After buying anything you need / can afford then check the pot on the right side of the empty stall next to the item shop for a **Medicinal Herb**. In between the stalls you can find another pot with **Strong Medicine**.

Head inside the house to the south of these stalls and check the drawers to find a **Thorn Whip**. Leave the house and go to the house to the southwest. The old man we met during the scene is here. Talk to him then go inside his shop. Inside, check the bag on the wall to find **542 coins**. Go upstairs and check the drawer to find **Wayfarer's Clothes**... aren't we a bit too into the game for these?

Anyway, head back downstairs and go left to exit the shop. Check the barrel for an **Oomph Powder** and talk to the NPC if you wish. Head back to the main portion of town and check the southern part of the house to find the friendly monster **Ribbert**. I didn't even see this one.



Go right from here and go south up the stairs to the open area with pillars. Check the left side to find a secret **Mini Medal** 🏅. Thanks to **liquid** in the comments for this one.



And with that we're practically done with the town. Heal up and save your game and we'll be off now!



AUTHOR NOTE

Ok, so there's a couple of things to talk about right now real quick.

Our objective right now is to go rescue Gopal's girlfriend over at [Kidnapper's Cave](#). However, at this point you're most likely over lv.20. If you are you can start changing your party's jobs. Yes, if you have a lv.20+ Priest you can have them change into a Warrior, or a Martial Artist. It's great. You can have a tanky Warrior that can heal. Fantastic.

Knowing that, we are going there right now. This will make your life much easier. It's just a little north past the "Kidnapper's Cave". Just north of that though there's a place called [Tower of Transcendence](#). We can go there right after changing our jobs, but we might be a bit too weak for it. Anyway, let's continue go to change our jobs to this place called [Alltrades Abbey](#).

Cross the bridge south of town and follow the cliffside and you'll find a sparkle with **Medicinal Herb**, **Moonwort Bulbs x4**, **Seed of Magic**.



From here go southeast towards the tip of the land and you'll find a **secret spot**. Here you can find a bag on a tree with **1,399 coins**. During the day you can find the friendly monster **Allan**. He runs away so bring a Monster Wrangler or use a Musk.



From the secret spot go south to find a sparkle with **Antidotal Herbs x2, Seed of Stamina, Seeds of Wisdom x2**.



We are now going northeast following the cliffside. You'll find a sparkle with **772 coins, Divine Daggers x2, Magical Skirt**. Go west-northwest from here and you'll find another bridge. Cross this one to find the [Kidnapper's Cave](#). Again, we're doing this after the next town BUT feel free to do it right now.

Still, after crossing the bridge go **BEHIND** the cave to find a **secret spot**. This one has a pair of barrels on the northern side with **Prayer Ring** and **641 coins**. During the night you can find the friendly monster **Mush**.



Go ahead and enter the Kidnapper's Cave just to add it to the fast travel list. Leave, return across the bridge and we're going north now. Grab the sparkle on the way for **Strong Medicine x3, Unsealant x2**. Continue north and grab the next sparkle for **Bronze Shield, Iron Lance, Bronze Knives x2**. Now simply go north and enter our next destination, [Alltrades Abbey](#).

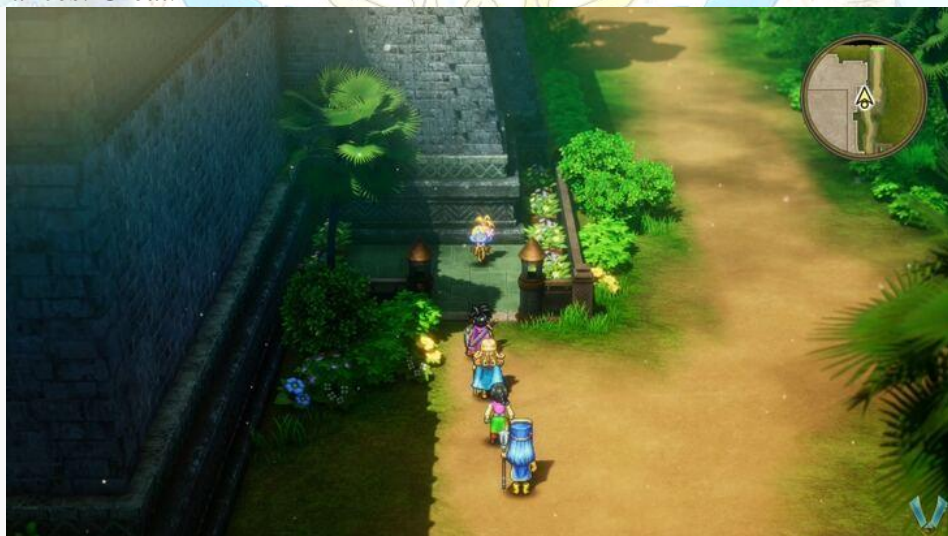
Alltrades Abbey

Welcome! This is where combat and party composition makes a huge turn. Let's leave the large building in front of us for last. For now head left from the entrance and at the very end you'll find an NPC that allows you to change your name. So amazing!

Funny thing: back in the day the game wouldn't let you call your Hero Erdrick so I used to call him **Endrick**. Close enough. I named him that way here without knowing you **COULD** name him Erdrick.



Go right from the entrance and you'll find a shop. They sell items and weapons. Good stuff as well. If you go north from here you'll find a Healslime that allows you to change the appearance of any of your party members. Sadly we cannot change the gender of our party, we can change their appearances. Great.



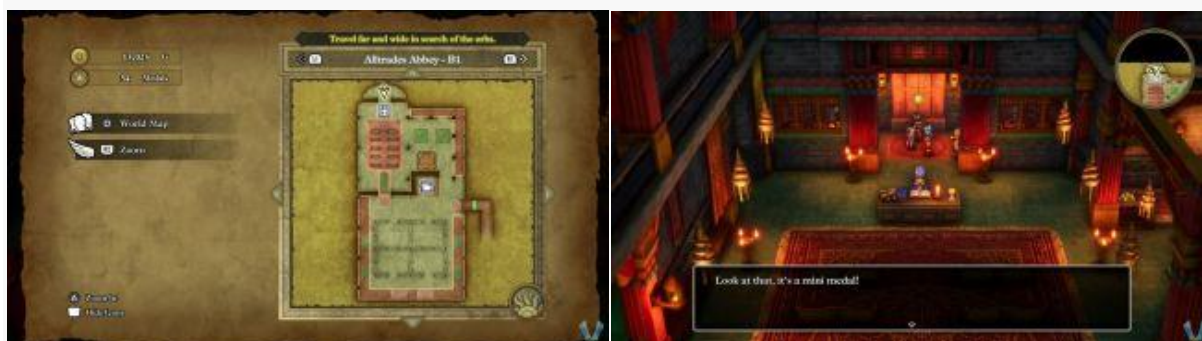
If you come back during the night, you can find the friendly monster **Slimon** to the right of the Healslime. It runs away so you'll need a Monster Wrangler or a Thief's Padfoot ability.



Head back south and go down the stairs. We have the inn and church down here. From the entrance go south and check the pot around the corner to find **Seed of Agility**.



To the left is another pot you can check for a **Torc of Truth**. Check behind the priest now to find a **Mini Medal** 🪙 (thanks to [hblanchard1978](#) in the comments).



That's it for down here. Heal up and save your game if you wish.

Head back and go inside the large building. Let's explore really quick. From the entrance go left and check the pot for a **Special Medicine**. Go right from the entrance now and check the pot over here to find a **Seed of Luck**.



Head to the center of the building and you'll notice 4 large statues. Check in front of the upper right statue to find a **Mini Medal** 🏆.



Head to the far northern side and you'll see an old man with a green !. This man allows us to do our job change, or as the game calls them, **Vocations**.



Before you start doing anything, let's talk about them real quick.

JOB CHANGING

Job change is an incredibly useful feature in the game. It allows you to swap from one job to another, regardless of how you start. You started as a Warrior? Change them into a Martial Artist or a Monster Wrangler.

However, it's not all roses and sunshine. Let's talk about them:

- **Lv. Requirement:** only characters lv.20 can change their job. There's no limit to how many times your characters can change job BUT...
- **Stats:** when changing jobs, your character will return back to **Lv.1**. HOWEVER, their stats will NOT be reset. Instead the stats will be reduced. Back in the day the stats would be straight up halved. However, this time around it's more like they drop like 40% or so, allowing you to keep 60% ish. Not so bad. Your stats will be increased like normal as you level up the new job but you can give them the personality you want (if you have the book or accessory) so you can build them with the stats you want.
- **Spells and Abilities:** After talking about stats, what happens with spells and abilities? Don't worry, your characters will keep every single spell and ability they've learned. This is why this job change feature is so good, because you can have a priest or a mage change into a physical job and have them keep their spells.
- **The Hero:** your Hero cannot change job. They are the only character that cannot change job (for obvious reasons).
- **Sage:** Sage is a hidden job in the game that can only be attained by changing into it. You can do this by either having a Gadabout lv.20 change into it, or finding a special item that allows ANY character to change into it. Sages are amazing because they learn both mage and priest spells. Yeah, it's basically having both jobs in one. And given that you're changing INTO it, you have higher stats than any priest or mage at the same level. Really good.

And that's about it about Job Changing really, and all about this place. Below I'll leave some job changes that would be good.

- **Priest Warrior / Martial Artist:** this is a very common one. This gives us the healing powers of a Priest while being able to dish out some ridiculous damage with these classes.
- **Mage Warrior / Martial Artist:** pretty much the same as the previous one, but IMO not that good. Given that we're now going to need STR instead of WIS, our magical power won't go up. Still, when we're blinded using spells is still good.
- **Gadabout Sage:** probably the only reason why you chose a Gadabout at the start of the game (or you like Asuna and Toki from the game Blue Archive). I said it above, but said is like a Priest and a Mage, but stronger thanks to the job level reset.
- **Martial Artist Warrior:** this may sound weird, but having the abilities of a Martial Artist and the increased luck, speed and attack are great, then change into a Warrior for that

increased defense. You can also do the opposite (high defense from Warrior then go into a Martial Artist for the boost in other stats).

AUTHOR NOTE

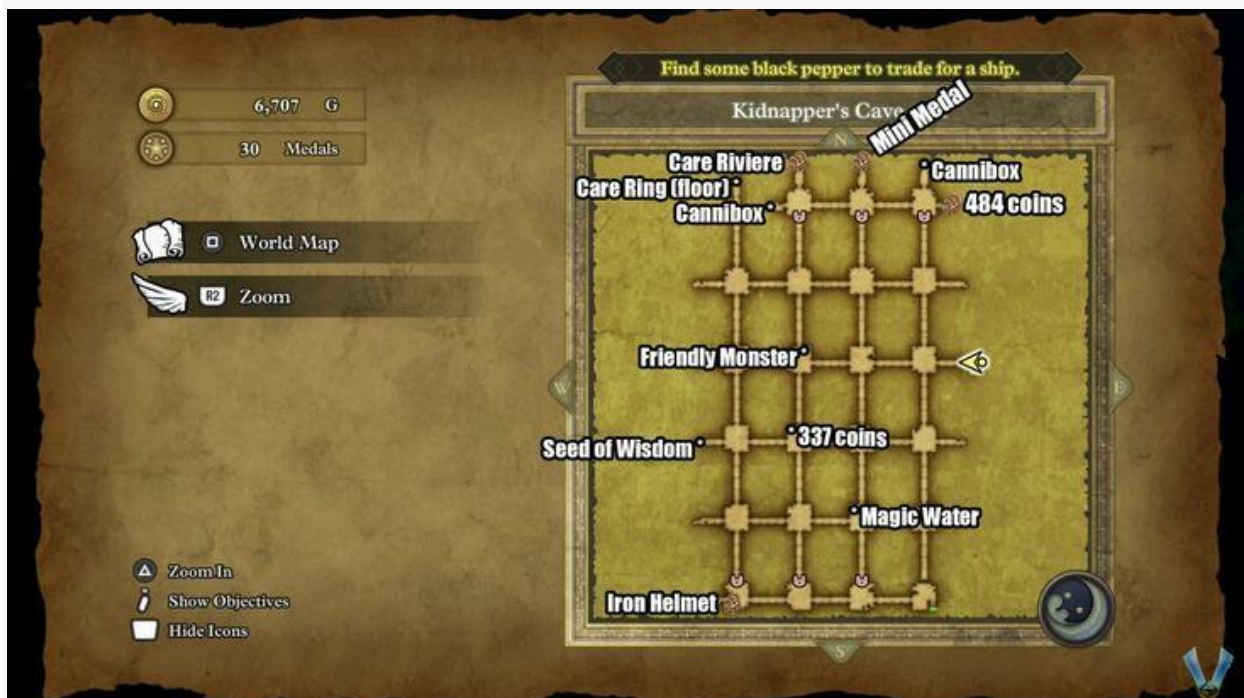
I have no mention of Merchants, Thieves, Monster Wranglers here simply because I haven't tried them out. If you wanna chime in, let me know down below and I'll add some of them in.

And with that, simply heal up, save your game and fast travel back to the [Kidnapper's Cave](#). See you guys there!

Kidnapper's Cave

ENEMY LIST

Shade
Antguzzler
Catula
Bag o' Laughs
Lump Mage
Hoodie
Rumble Bee
Vampire Cat



B1

Welcome to the Kidnapper's Cave! Open your map and it looks kinda crazy. That being said, none of these paths are blocked so you can kinda go wherever you want, and in any direction you want.

To make your life and MY life easier, I recommend you use the map above. It's kinda dumb for me to tell you to go south x amount of exits, then go right x amount of rooms, etc.

The one item you want to get is the **Mini Medal** 🏅 on the middle northern path.

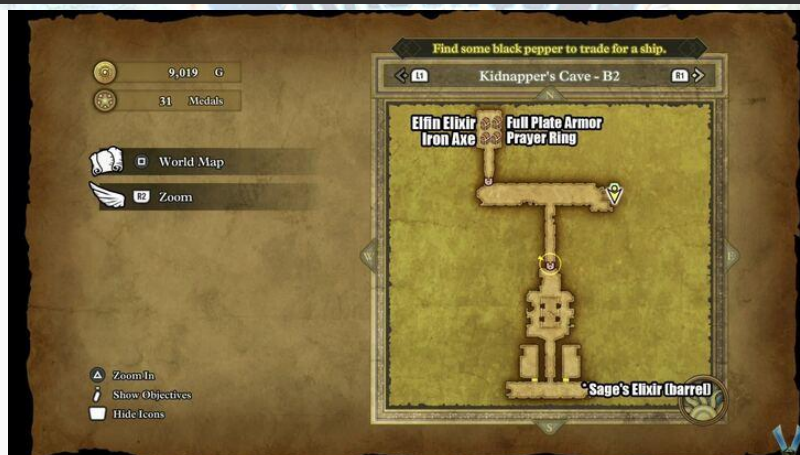


There's also a friendly monster **Lecter** near the center left side of the floor. He runs away but you can use a Monster Wrangler or a Thief's ability to get close to it.



When you're ready looting the entire floor, you'll want to go to the southeastern corner and head

B2



Down here is the last floor. Go left from where we came down from and the room over here has 4 chests. Open them up to find **Elfin Elixir**, **Iron Axe**, **Full Plate Armor**, **Prayer Ring**.



Head south and as you open the door a pair of bandits will stop you. When they ask, say **NO** to start a new fight. Do you recognize them? Yeah, it's the same Robbin' 'oodlums. They are the same enemies from back then, just a bit tougher. Of course you're probably like 10 levels stronger as well. To be honest, they were hitting me for like 1 dmg. haha.

Anyway, after the fight go inside the room and check the bag on the wall on the left to find **1,760 coins**.

AUTHOR NOTE

There's a boss coming up so make sure to save your game and be healed up.

Head south to find Gopal and his love inside cells. Hmm. Go left and after talking to him, go left and flip the lever to open the cells. Once they're reunited, BEFORE you follow them go right and check the barrel for an extremely useful **Sage's Elixir**. Also, enter their cells and check the northern side of their beds to find **240 coins** and **Rabbit Tail**. Thanks to **Mike** in the comments for these.

Follow the couple north now and you'll trigger a scene with our "buddy" Robbin' 'Ood. Yeah, we're fighting him once again.

AUTHOR NOTE



No real strategy here. The minions are pretty much the same as the ones you just fought and luckily for us they're in a group so you can cast spells and use whips on them. Robbin' Hood is the same as he was back in the tower. He's obviously stronger but nothing ridiculous. Consider him a stronger version of the Hoodie enemy we've been fighting throughout the dungeon.

Just know that you want to kill the minions ASAP because they cast Kasap, a spell that lowers defense. If this happens make sure to cast the opposite spell to increase your defense.

After the fight we'll have an event very similar to the last one. He'll beg for his life. We can't say no sadly, so say yes to have him run away. Man I would've knocked him out and put him in a cell alongside all the minions haha.

Anyway, after all the scenes, fast travel back to Baharata and approach the shop on the south. Talk to Gopal inside and he'll tell us... he doesn't have any pepper. What? He does tell us to go to **Alltrades Abbey** and talk to the merchant there to get some. Hmm.

Well, luckily for us we've already been there so go ahead and fast travel there, enter the main building and speak to the merchant near the entrance.

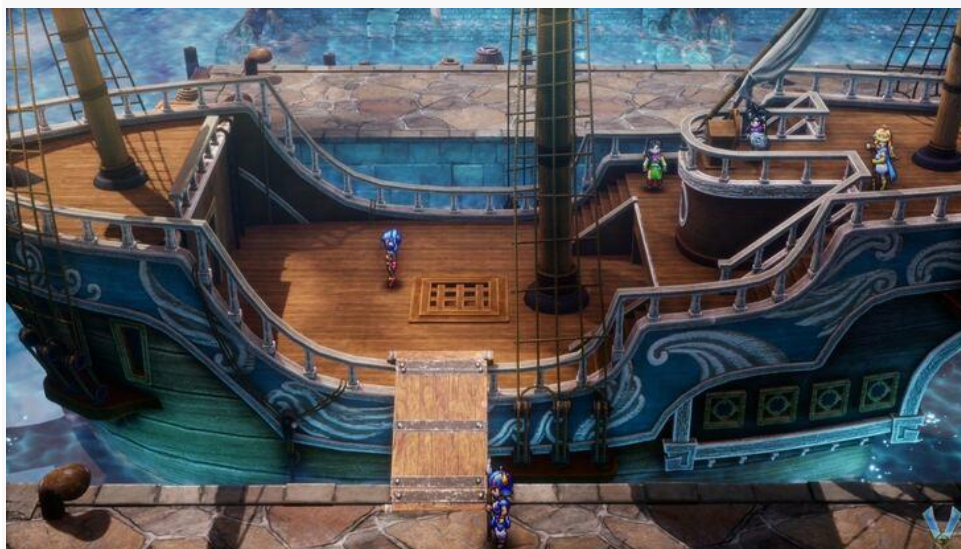




After a little talk with him we'll get the **Black Pepper**. Let's go! Fast travel back to Portuga and go talk to the king. He won't believe we got the pepper but he'll be extremely happy. He tells us we'll have a banquet tonight and that tomorrow we're getting our ship.

Here we have an important scene with the same voice from the start of the game. She basically gives us our next objective: find the orbs! Let's go!

Once you regain control, exit the castle and go directly south and talk to the soldier in front of the ship. He'll let us board our ship. Finally!



Once on the world map, go ahead and open your map to spot 6 objectives. Each one of these seem to be an orb. We've got a long way ahead of us. However, let us stop this page right here, as well as the chapter and we'll start Chapter 4 in the next page. See you there!

Tower of Transcendence

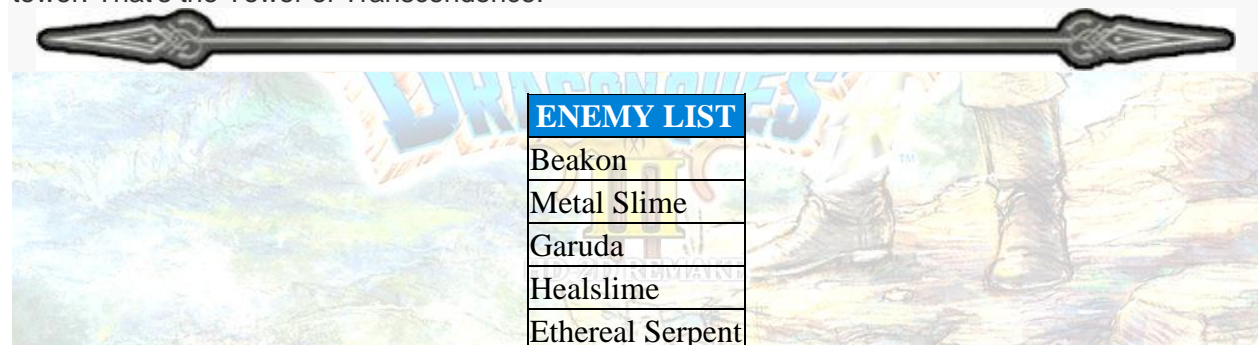
Welcome to Chapter 4!

To start out this chapter we're going to the **Tower of Transcendence**. This is a completely optional area and we're going there just to get the treasure, as well as get a friendly monster and to level up.







Yes, I meant level up. Of course this is also completely optional. In this place you can find **Metal Slimes**. If you've played other DQ games before then you know exactly what these are. If you don't, then here you go. Metal Slimes (and all kinds of "Metal" enemies are very rare monsters that, when killed, drop a ton of EXP, making it really easy to level up. The only thing is that they have a ton of DEF so you'll only be able to do 1 dmg. per attack. They also like to flee so you have to be quick on your attacks and fully focus on them when you see them in a fight.



Anyway, to reach the Tower of Transcendence you want to fast travel back to the **Alltrades Abbey** and from there make your way north. As you go you'll immediately spot a sparkle with **Medicinal Herbs x4**, **Antidotal Herbs x5**, **Black Pyjamas**. Eventually you'll reach a large tower. That's the Tower of Transcendence.



ENEMY LIST
Beakon
Metal Slime
Garuda
Healslime
Ethereal Serpent
Dead Admiral
Shade
Ram Rider
Lump Mage
Whackanape

FLOOR	MAP	FLOOR	MAP
1F		2F	
3F		4F	
5F			

As you can tell, I'm putting all the maps at the top here. The reason for this is because we'll be going up and down a lot so I'm not going to be splitting this by floors. You can also just open all the maps in different tabs if you wish.

And with that out of the way, once in here go north to enter the tower proper and you'll come 2 NPCs in 2 separate rooms. Talk to them if you wish. Left of them is a teleporter in the center. Ignore it for now and go north to find a pair of pots. These have **Seed of Defense** and a **Seed of Magic**.



Go south from the teleporter now to find a chest that has **Sparring Suit** inside.

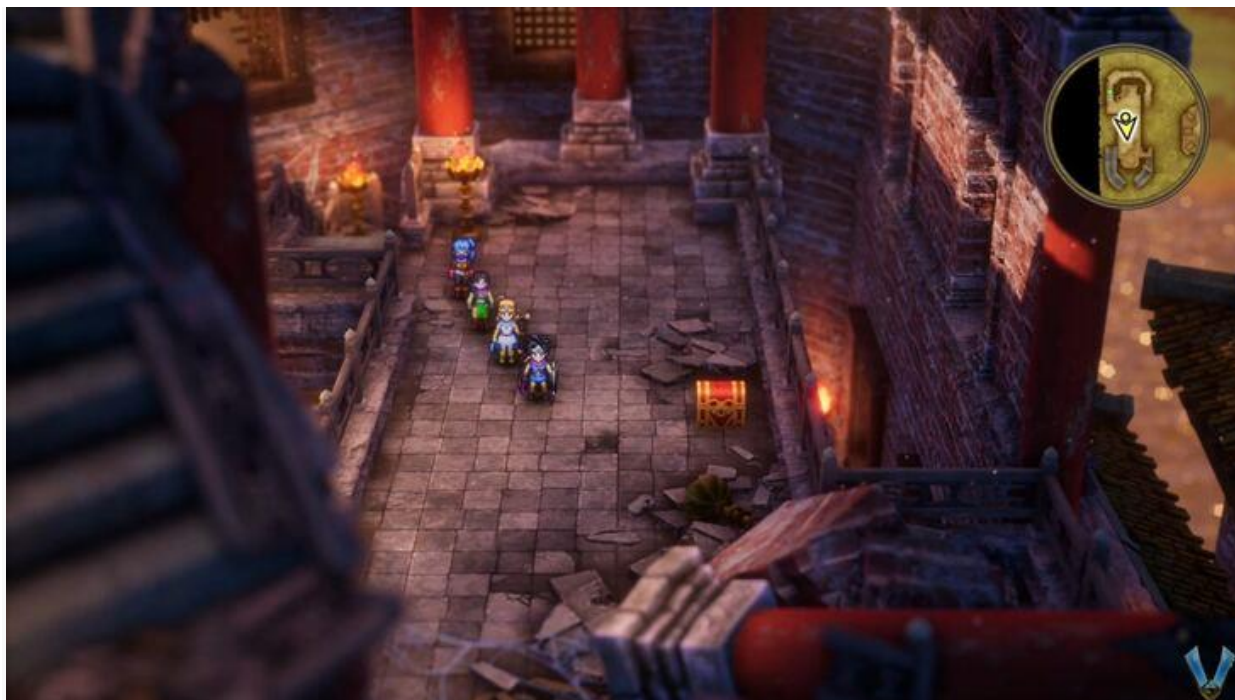


If you take the teleporter it'll move us to the southwestern teleporter where there's an old man you can talk to if you want. However, on the western side we have 2 staircases going up to the second floor. Take the western up first.

Up here you'll immediately see the friendly monster **Alutac**. Use a Monster Wrangler or a Musk to get it.



Go up now to the third floor to find a chest with **Diamond**.



Head back down to the first floor and now let's take the northwestern staircase up.

Up on the second floor, to the right is a tightrope. Here use the **D-PAD** to move across. If you fall you'll land on the floor below. A bit of a pain to be honest. Once you cross though grab the **Strong Medicine** from the pot and go down the stairs.

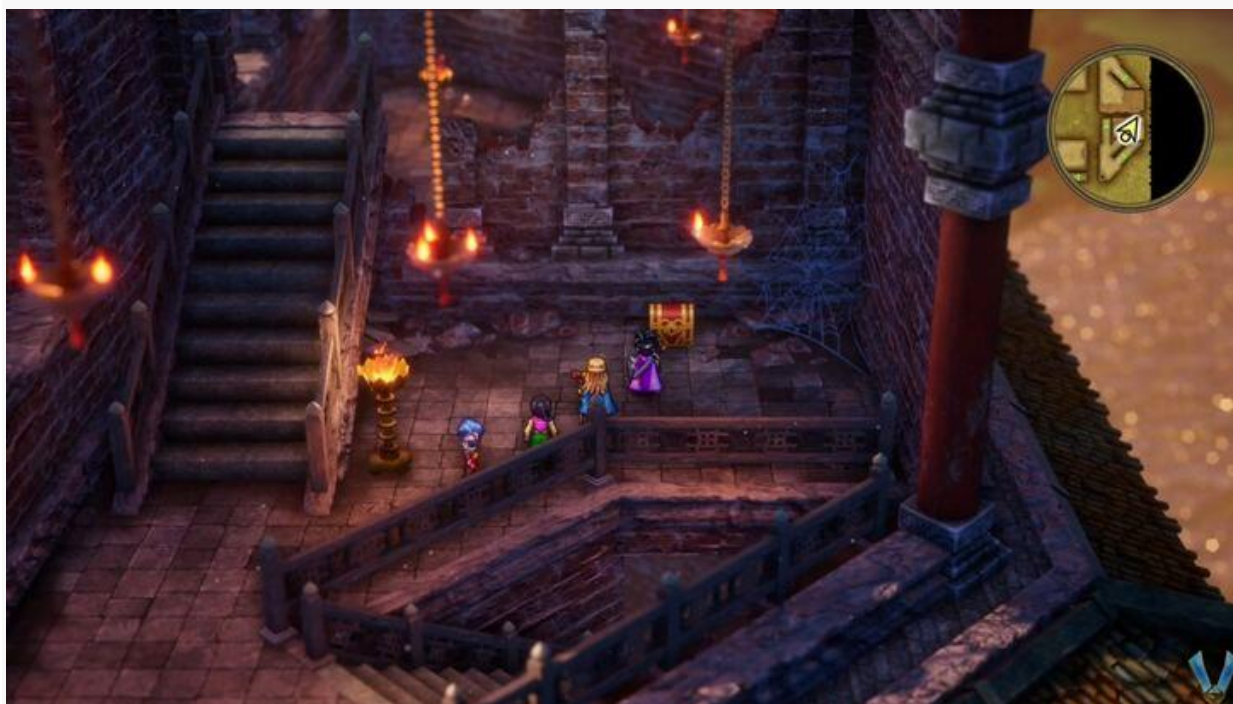
Back on the first floor take the teleporter and it'll move you to the teleporter in the center. Here we'll have 3 staircases going east and up. Take the **SOUTHERN** one first. There's nothing on the second floor so go up to the third floor to find a chest with **Mini Medal** 🏆.



Head back down to the 3 staircases and take the **NORTHERN** one next. Go up to the third floor to find a chest with **Silver Tiara**.



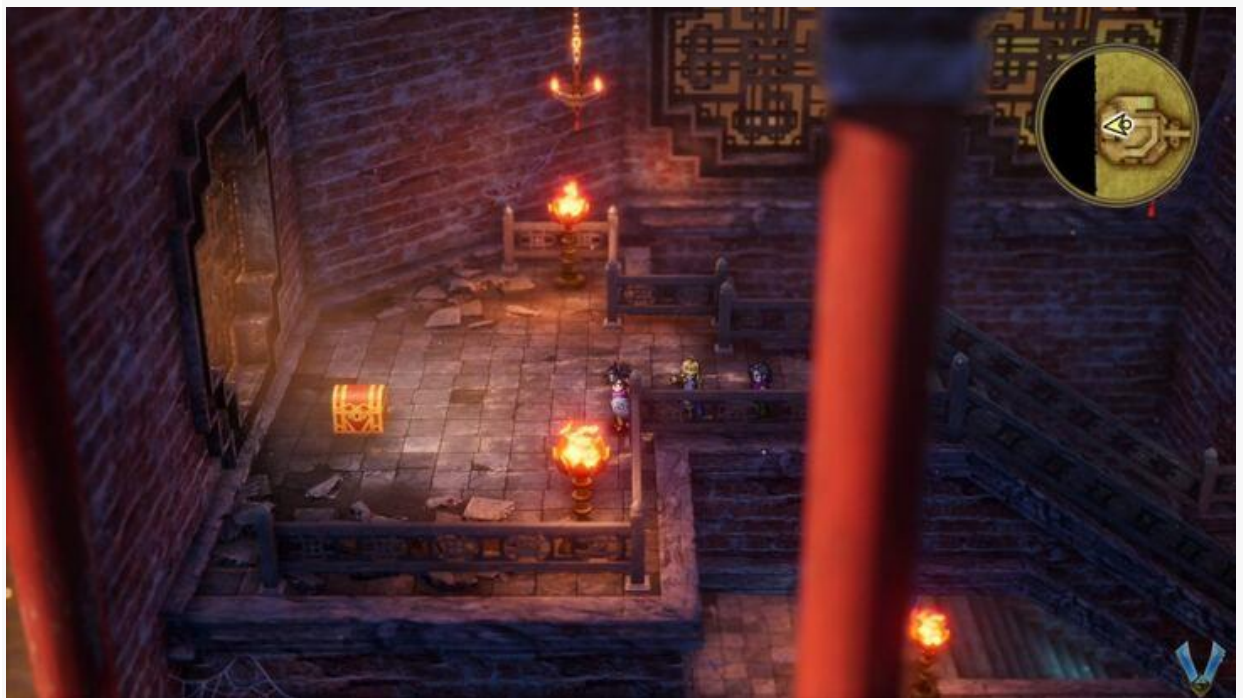
Once again return to the staircases and now go up the middle staircase and we'll have 2 more staircases. Make sure to follow the southern staircase up to find a chest with **448 coins**.



Go up now, ignoring the fourth floor and up to the fifth one. Here go left across the tightrope (again, use the d-pad) and on the other side go DOWN the stairs first to reach a lone chest with **Battle Fork**.



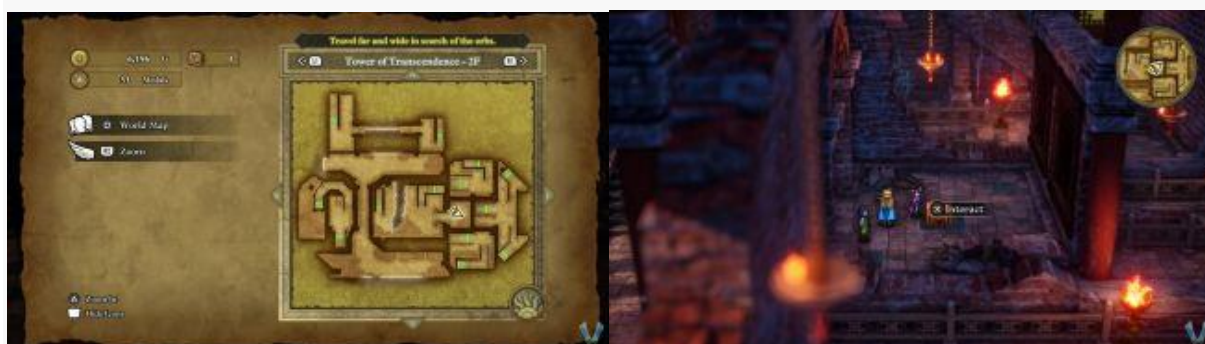
Return upstairs and now take the stairs going up. These don't take you to a new floor, instead they lead to a chest with **Hermes' Hat** inside.



Return to the tightrope and notice how it has a little flag in the center. Drop down the tightrope on the LEFT side to fall down to a broken platform down below. Here you'll be able to see a pot with a **Seed of Stamina** in it.



Drop down the right side (into the tower) and we'll drop down onto the third floor. Go down to the second one and go right here to find a chest with the EXTREMELY useful item **Words of Wisdom**.



AUTHOR NOTE

This is an extremely useful item that can only be used once. It allows you to change ANY job into a Sage. Yep. You don't need to level up a Gadabout to get a Sage. You can make any job a Sage. Of course you still have to reach lv.20 in order to do so but it's still great!

And with that we're pretty much done with the tower. Feel free to continue going through it and fighting more Metal Slimes if you so wish.

For now, before we continue, let's go explore a bit more. We are going to a town named [Mur](#). This one is northeast of the tower of Transcendence.

To reach this town, go ahead and zoom to the Tower of Transcendence. Yeah, we want to fast travel to this tower. The reason for this is because we want to move our ship next to the tower.

Anyway, ride your ship, grab the sparkle to the right for **Training Togs, 641 coins, Tough Guy Tattoo** then continue following the river northeast. As you go note that there's a little patch of land on the left side. Get off here, grab the sparkle for **Wayfarer's Clothes, 122 coins, Silver Tiara** and check the **secret spot** here. In this one you can find a pot in the center with **Magic Water**. There's also a **Snooze Stick** on the ground by the tree to the right of the pot. On the smaller grassy cliff south-southeast of the pot is a **Banishing Bell**. Thanks to **pavelbure** for this one.



Leave and open your map. Do you see the town directly east from here? On the edge of the sea to the east? Use your ship to cross the river and go directly east to enter [Mur](#). I'll see you guys in the next page.

Mur

Welcome to the snowy town of Mur. As we enter we'll have some scenes where an old man confuses us with someone else. Hmm.

Starting from the south, we have the inn on our left. Go inside and check the pot in the left room for **15 coins** and the wardrobe in the right room for a **Leather Kilt**. Just past the inn is a path going right towards the river. Go there and check the barrel for a **Magic Water**.

Continue north and there'll be another path going right. Go right crossing the rope bridge, check the barrel next to the clothes hanging out to dry for **Training Togs** then go inside the house. Check the pot in the upper left corner for an **Angel Bell** and that's surprisingly it.

Return across the bridge and continue north to be in a fork. Note that there's a large building to the north. This has the shops. The equipment shop has some upgrades for us. A bit pricy, but good stuff.

If you go to the right there's a silver door. We'll be coming back later! HOWEVER, to the right is a shop and you can see a helmet sparkling. This is actually our father's helmet!

Back outside, go right around the building and you can enter the building from the back. Inside talk to the old man at the table with the green ! and he'll tell you a little story. Go south and up the stairs. In the room up here a scene with Petya will play out. Go ahead and check it out. We'll have some more backstory of our papa.

Afterwards check the pot in the upper right corner for a **Chimaera Wing**. The pot on the left side has a **Mini Medal** 🏅 for you. Good find!



Go back downstairs and we'll have a scene with the man in green and right after we'll end up getting **Ortega's Helm**. This one is amazing for our Hero. Back in the old versions of the game it increased resistances to status ailments like paralysis and poison if I remember correctly. I don't think it does this time.



Exit the building and go to the northeastern pier to find a friendly monster called **Shella**. It appeared during the night for me.



Go to the church now. Outside you can find a barrel that has a **Seed of Defense** in it.



Go inside the church and check IN BETWEEN the candles to find a very sneaky **Seed of Life**.



Outside the church, check the tree to the left (near the exit) to find a bag with **Asbestos Earrings** inside.

And that's about it for Mur.

AUTHOR NOTE

With Ortega's Helm in our possession, head back to Aliahah and talk to your mom to trigger some really nice scenes.

Well, now that we've explore town, let's explore this whole region. However, let's explore starting at the Alltrades Abbey and make our way to Mur. Why? Because that's how I did it haha.



From the Alltrades Abbey go southeast. As we go grab the sparkle next to the cliff with **Dieamend**, **Seeds of Luck x2**, **Seeds of Defense x2**.



Further southeast is a larger open area. Follow the cliffside south and grab the sparkle when you reach it for **Dragon Scale**, **429 coins**, **Steel Broadsword**. Go north from here and you'll be able to find a **secret spot** (lone tree next to the water).



Here you can find the friendly monster **Percival** during the night. There's also a barrel on the left side with a **Magic Water**.

Continue going east following the cliffsides and you'll see a lone building. Is this a house?



This is **Wayfarer's Inn**. It's, as the name implies, an inn. Check the drawer in the left room for a **Cypress Stick**. The one in the right room has a **Mini Medal** 🏅.



To the right is another silver door. We need to find that new "Magic Key" to open these up.

Go ahead and leave this place and follow the cliffside northeast. When you reach the northeastern tip you can find a sparkle in the forest with **Strong Medicine x3, Special Medicine x2, Seeds of Strength x2**.



Go northwest now and grab the next sparkle for **Copper Sword, Cypress Sticks x3, Fur Hood**. Now from here open your map and note that west of here is a hill area. We're going this way first. You can immediately see a **secret spot** next to the mountains. This one has a chest with a **Staff of Sentencing**.



Go north from here to find a sparkle next to the lake with **Boomerangs x2, Musk x2, Diary of a Hardman book**.



To the west is a forest. Follow it to the northwestern part and right before you reach the river you'll be able to spot a sparkle with **Seeds of Life x2, Seed of Agility**.



Go east towards Mur now and right before you reach it you can find a sparkle on the snowy area with **Rabbit Tail, Fur Vest**. If you go northwest from Mur you can find a **secret spot**. This one has the **friendly monster King Strong**. It runs away so you'll need to use the Thief's Padfoot ability. Thanks to **MrManiaX** in the comments for this one.



Go to the end of the northwestern peninsula to find a sparkle in the forest with **Tanglewebs x3, Antidotal Herbs x2, Seeds of Wisdom x2**.



And with that we're pretty much done with the Mur region. Now the question is... where to now? Well, start by opening your map and it should look something like this.





I added numbers in there. That's the order in which we're going to do things. For the last 4 numbers, you need to go to #3 and get something that'll help you get into #4, then you need something in there in order to do something in #5. And lastly, #6 was in my opinion the toughest part so I left it for last!

I mentioned this in a comment, but I played and went through a TON of areas so all my recordings and stuff are a mess haha, but I'll make it make sense for the guide so I hope you can have an easier time.

So with that I'll see you guys in the [next page](#) where we go over to the first quest marker.



Cityburg

AUTHOR NOTE

Starting from this page, I'm not going to be going over EVERYTHING on the world map unless it's absolutely necessary or in the way to our destination. Feel free to explore and pick up stuff at your leisure.

This place is located at the marked area on the northeastern side of the eastern continent. To easily get there fast travel to **Skyfell Tower**, get on your ship and sail west to reach the eastern side of the map. Afterwards simply land to see the building surrounded by trees.



As you enter you'll notice that this place is called ????. Yeah, there's a reason for it. Open your map and you'll notice that there's nothing here besides the building and a pot. Go inside the building and talk to the old man in here. He'll mention wanting to build a city here unlike any other city before but he needs an experienced merchant for this.

For this part we need to bring a Merchant character. Do note though, that the Merchant you bring will leave your party forever so it's not recommended you leave any of your main Merchant characters (if you have any that is).

If you DON'T have one simply go back to Aliahan and create a Merchant (that sounds wrong for some reason). **BEFORE** you do this, make sure to think carefully of their appearance and name. The reason for this is that the merchant will be made the "leader" of this place and we'll be coming over often and talking to our Merchant.

More importantly though is the name. The reason why I called this page **Cityburg** is because the town/city will be called your Merchant's name + burg. For example, if you call your Merchant AAAA (Yes, I did this haha) then this town will be called AAAAburg. Me, I'm currently rewatching the Dragon Quest anime (Adventure of Dai 2020) and decided to name my merchant after the party's healer (then Martial Artist) called **Maam**. This made my city's name be Maamburg. Nice touch!

Ahem, anyway, once you have your merchant





Once you have them return to the "settlement" and talk to the old man. Drop off your Merchant (kinda made me feel bad doing so haha) and that'll be it. We'll be given reminders of when something happens here so we'll be coming back often.

Anyway, see you guys in the [next page](#) where we to a new city! See ya there!

Lanson

Time to go to Lanson. This place is located on the island west of where we started the game. Lanson is located on the eastern side of the island so feel free to come here via either fast traveling to Baharata and sailing south or moving to Promontory Passage and sailing west. Either way is fine (the latter is probably faster).

Once on the island there's actually nothing here for us. Wow. The only thing I could find was a sparkle directly southeast from the town that has **Leather Armor**, **Leather Shield**, **Iron Lance** and one to the north with **Chimaera Wing**, **Tanglewebs x2**, **Magic Water**.

Anyway, back in town, the inn has a **Dieamend** in the bag in the room (thanks **Maelstr**). Check the barrel next to the sister (that acts as the church here) to find a **Medicinal Herb**. Enter the equipment shop and check the pot on the left for a **Seed of Luck**. There were several upgrades for me here I bought but you check for your own party.



The tent to the left of the equipment shop is the item shop. This is the **MOST IMPORTANT** item shop in the game. This guy here sells **Fading Jenny**. This item allows you to turn invisible. It's exactly what we need in order to enter the upcoming area (and it's the reason why we came here first). It's a consumable and we don't really need to enter the place more than once, but I personally bought 3 JUST in case.

AUTHOR NOTE

Adding this as a note in case people are not reading everything. **MAKE SURE** to grab some Fading Jenny items from the item shop!

Enter the building to the left and inside check the pot in the kitchen for a **Magic Water** and the drawer in the bedroom for a **Magical Skirt**. Go south and check the barrel behind the inn to find the personality book **Would I Lie to You?**. Thanks **pavelbure** in the comments.



Time to go north now. Check behind the item shop and at the base of the tree you can find a couple of pots with **41 coins** and **Seed of Magic**.



Head to the northern most side and you'll see that all the doors are locked. We need the Ultimate Key to open all of these. Check in between the left and middle buildings to find a talking Slime. He'll ask us about the Fading Jenny item.

Now check in between the middle and right buildings and at the end you can find on the floor a hidden **Mini Medal** 🏅.





Check the right side of the right building to see that you can move across the fence. Check around here to find a chest with **101 coins**.



If you move northeast from the chest you can find a hidden **friendly monster** called **Curie**. It runs away so make sure to use your thief's Padfoot ability (or bring a Monster Wrangler).



Head south from the fence back towards town and keep an eye on the right side to spot a bag on a tree with a weak **Thorn Whip**. Go directly west towards the central path and you can spot a barrel with a **Divine Dagger**, another weak weapon.

That's about all we can do right here. We'll be coming back later. For now it's time to go to [Edina](#). I'll go over how to get there in that page!

Edina

Edina is the island northwest of Skyfell Tower. Fast travel to the tower, get on your ship and sail northwest to the island.

Before going inside Edina itself, go west and a **secret spot** is the open area in the forest. In here there are 2 chests containing **Steel Broadsword** and **Holy Lance**.



The town here is... not a town. Head to Edina to find that it's actually just a castle. Odd, right? Anyway, we'll have a little scene as we enter. Right after talk to the bard here and he'll let us know that the guard doesn't let anyone in. That is, unless we use the Fading Jenny we got in Lanson. You see why we needed to go there first?

Go ahead and use the item to turn invisible, then slip past the guard and enter the Edina castle itself.

Inside, this place is big and there's not much going on in this first floor. Start by opening your map and note how there's a staircase near the church icon. This is the way we want to go, but let's go explore the entire castle first.

Enter the first room on the left and check the barrels on the left side to find a **Rousing Ring**. Head north past the church icon, go right and south through the red door. In this dining room check the barrel in the upper right for an **Antidotal Herb** then go south to the bedroom where you can find a **Silk Robe** in the upper left wardrobe.

We are now going to the northeastern room, which is the king's chambers. Check the wardrobes on the northern side to find a **Party Dress**, **Smart Suit**, and check the bookshelf for the book **Primm's Primer**.



AUTHOR NOTE

If you come back here during the night you'll be able to find the **friendly monster Prongley** in the corner. Thanks to **pavelbure** in the comments for this one.



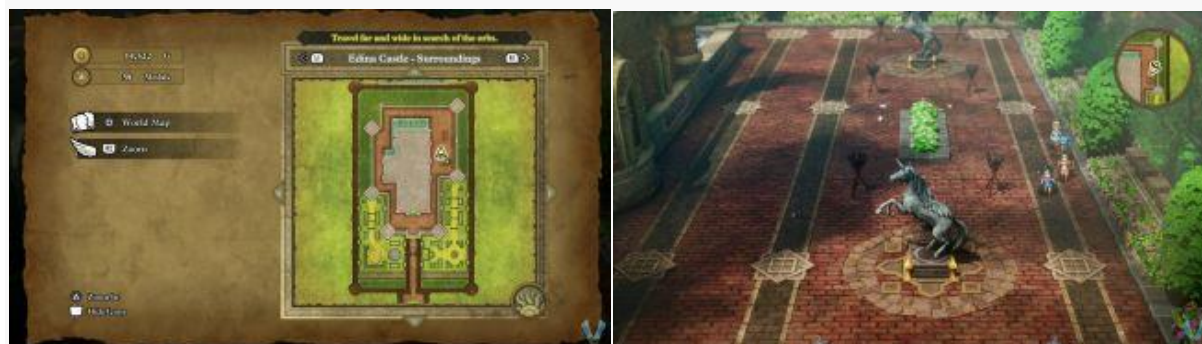
That's about it for this floor. Before we take the western stairs up, go southwest from them and take the red door. This leads to a garden outside.

Out here go to the southwestern corner to find a hidden pot for a whopping **23 coins**.

Back inside go up the stairs to the second floor and talk to the king and chancellor if you wish. Afterwards go south now and exit the throne room. We'll be on the outer side of the second floor. Start by going left and around the corner is a pair of barrels. Check them out for **Unsealant** and **Musk**. Head to the northeastern corner to find a horse statue. Check the left side of it for a **Seed of Agility**.



A bit south is another horse statue. There's a **friendly monster** named **Fluffy** behind it. I got it during the day.



Go down the stairs nearby back into the first floor. There's nothing in this room but exit through the southern door to reach the eastern garden.

As you exit, check the pot on the left for a **Magic Water**. Head to the southwestern corner now and you'll see some blue benches. Check the left side of the bottom ones to find a little patch of dirt.

Check it for a **Mini Medal** 🏅.



Head back to the church icon, save your game and head down the stairs. Down here we have a puzzle where we need to push all 3 rocks north and place them onto the blue squares. Try to figure it out yourself, but if you need help read below.

- Move **1** up once and right 2 times.
- Move **3** down once.
- Move **2** left once.
- Move **1** up to the top and left onto the left blue square.
- Move **2** left once, up once, right twice, up 5 times, then right once, and place it on the right blue square.
- Move **3** up once, left 4 times, up once, right twice and up to the top.



Doing this will open the large blue door in the back. Go around head head through to find a chest at the end. This one has the EXTREMELY useful **Bottomless Pot**. This is what we need to get the Ultimate Key.



And with that I'm ending the page right here. In the next page we're [Getting the Ultimate Key](#) so I'll see you there!

Getting the Ultimate Key

Time to get the Ultimate Key!

Before starting, you have been following the guide, right? We can only get this by using the **Bottomless Pot**. We got this in Edina in the previous page.

With that out of the way, fast travel to Mur, exit the town and get on your ship. We want to go east around the peninsula and north. Go through the 2 snowy lands and continue making your way north to the marked area on your map. You'll reach a series of rock spires coming out of the sea.

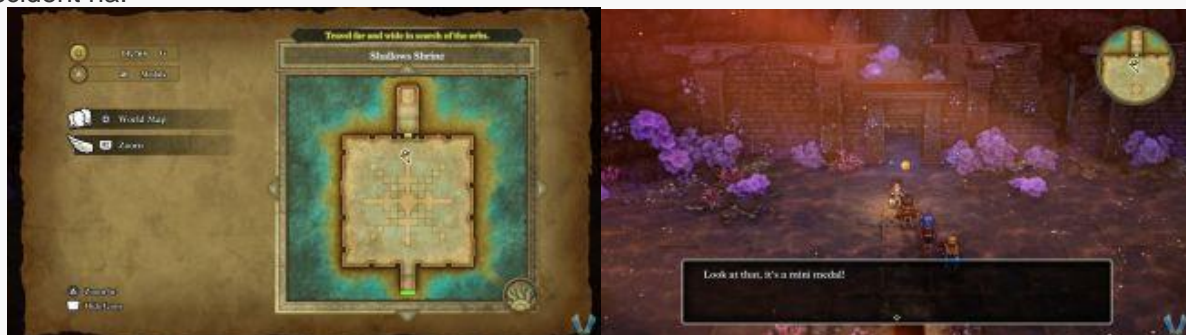


Interact with them and throw the Bottomless Pot when you're asked. In doing this you'll reveal a shrine, the **Shallows Shrine**.

Inside head forward and open the chest to find the **Ultimate Key**. Surprisingly enough this was not booby trapped. I was expecting all sorts of bad things happening.



After getting it check the floor behind the chest to find a **Mini Medal** 🪙. Found this by complete accident ha.



Open the door in the back now to trigger a scene with the skeleton. It tells us about the **Necrogond** and the **Pit of Giaga**. These are places we're going to much later.

Anyway, with the Ultimate Key in our pocket, let's go around the world and open everything we can. It's not THAT much but note that we're not doing the Lanson doors yet. That's its own page.



Around the Shrine

As we leave the shrine, go east-southeast and you'll find a **secret spot** in the middle of the ocean. In here you can find the **friendly monster Mercurio**. You can also find a chest with a **Wizard's Robe**.



Aliahan

Head to the castle and go down to the jail (floor B1). Here we can open the 2 cells. Enter the one on the right to find **Seed of Strength** in the pot, then talk to the **friendly slime monster** to meet **Torijammer**. It'll run back to the arena. Nice!



Enter the other cell and check the pot for **500 coins**. Nice! That's it for this place.

Romaria

Head to the castle and go down the stairs in the southwestern corner. Down here you can find a pair of chests with **Assassin's Dagger** and **Tempest Shield** in them. This last one is REALLY good.



Head up the stairs in the northwestern corner now to reach the cell at the top of the tower. Up here check next to the sink on the right to find a **Mini Medal** 🪙.



Romarian Outpost

Head inside, go to the basement and open the southern door. Down here you can find the **friendly metal slime** monster **Steelie**.



Check the floor on the left side to find a **Coagulant**. This was a perfect spot for a 🪙. Oh well.

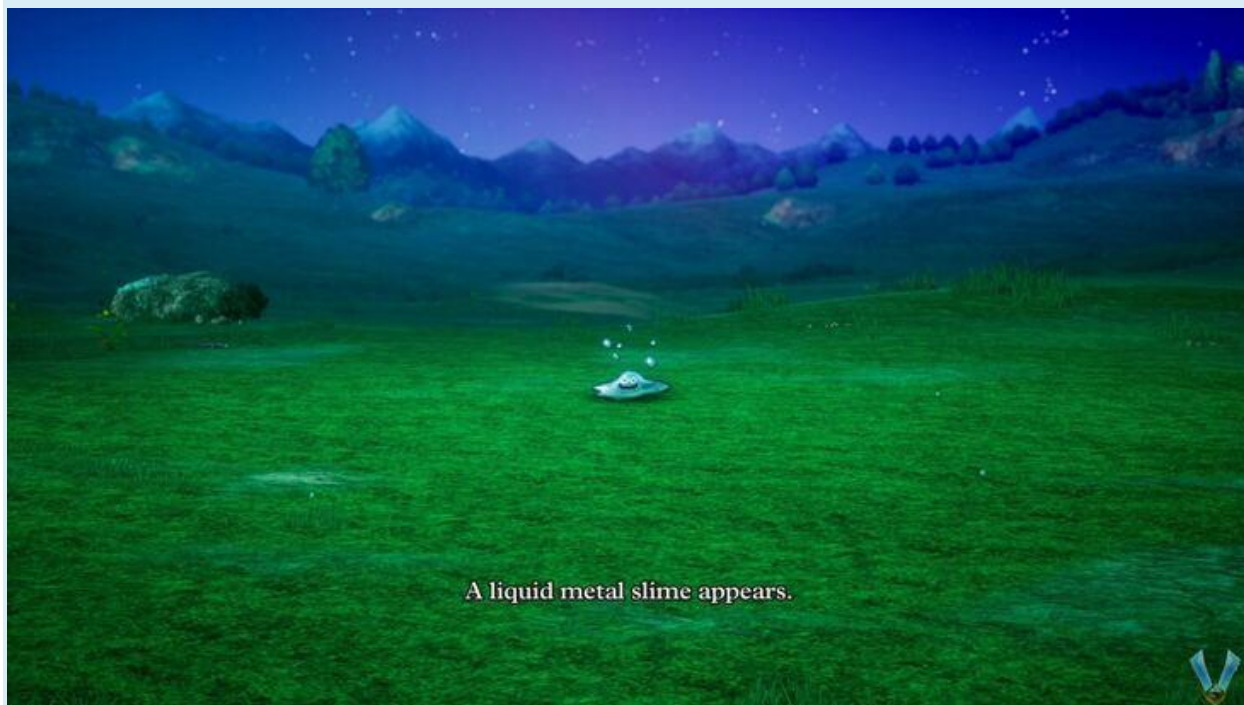


Go through the teleporter and you'll reach the **Teleportal Shrine**. This place is new and it's located on the northern end of the eastern continent. Nice! Go right from the teleporter and we'll be in a fork. Check behind the pond to find **Mini Medal** 🏅.



AUTHOR NOTE

On the world map outside the Teleportal Shrine you can find metal enemies (for that extra high EXP). However, it's the first time I've also seen **Metal Liquid Slimes**. These have more HP and give a hell of a lot more EXP. Sadly they are extremely rare. I encountered 2 in like 15 minutes of running around. Not worth it haha.



Now note the 2 paths from here. Both have teleporters. The eastern teleporter takes you to the **Wayfarer's Chapel**. This place is located on the southern part of the same continent. We need to come here later to go to the nearby town (the quest marker to your left). We're coming later because the boss and enemies are really tough right now.

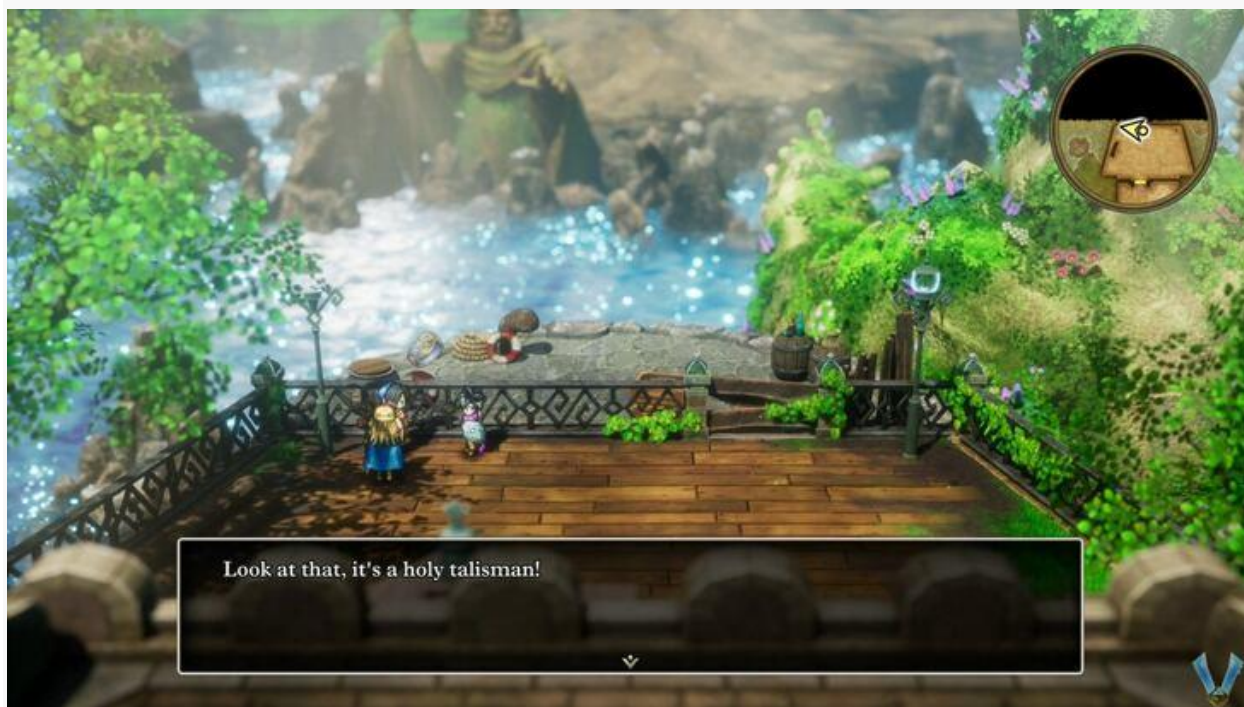
Anyway, there's another teleporter here as well. This one actually takes you back to **Olivia's Promontory**. You've been here before. Before you do anything, check between the teleporters to find a sneaky **Mini Medal** 🏅.



The teleporter next to you leads to the one in the Teleportal Shrine, the one at the end of the northern path. Yeah, everything's interconnected. You love to see it.

Anyway, since we're in Olivia's Promontory, the northern door in here can now be opened. Do so and talk to the bard on the right in the next room. He tells us about Olivia, and her love Eric. We'll need to do something about this later on.

Head north to go outside. The only thing you can find here is a **Holy Talisman** near the northern fence.



Mur

Go to the shops and open the door on the right of the entrance (inside). In this little room you can find a **Mini Medal** 🏅 on the floor on the right.



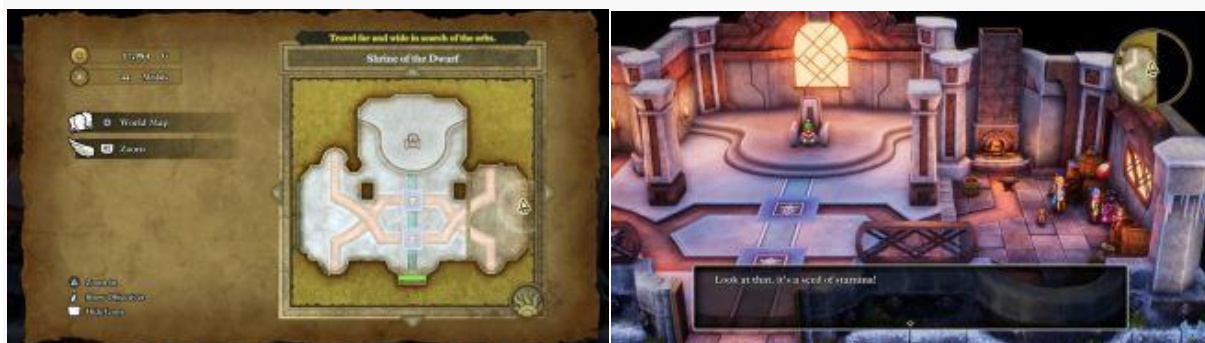
Shrine of the Dwarf

This place is completely new. In order to get to it you'll want to fast travel to the Shallows Shrine (where we got the Ultimate Key) and sail directly west from there. On the northern part of the large forest is a patch of snow with the shrine there.



Inside you'll meet a dwarf that used to travel with Ortega. Enjoy the scenes that play out. Afterwards we can explore this room. Check the window behind the dwarf to find a **Battle Axe**. Really good weapon. If you talk to the cat on the right it'll tell you about a secret in the forest to the south. In the point where the 4 mountains interconnect. The forest is home to many strong enemies so I recommend you ignore it for now.

Anyway, make sure to check the barrel on the right side to find a **Seed of Stamina**.



And that's a wrap for this page and chapter. In the next one we're going to go collect the orbs, starting with the [Pirates & the Red Orb!](#)

Pirates & the Red Orb

Welcome to Chapter 5! In this chapter we'll be going across the world and picking up all the orbs! There are several of them so let us get started!

Time to go get our first orb, the red one. It's in the hands of the pirates. This place is located on the southern part of the eastern continent.



To get there it's best if you fast travel to the **Little Shrine** near the start of the game and ride your ship east until you reach the continent. If you're indeed coming from the west, land on the southern part of the Pirates' Den because there's a sparkle in the forest with **Antidotal Herb**, **Seed of Life**.



Now, before we enter the Pirates' Den, go west-northwest from it to find a **secret spot**.



In here you can find a chest with a **Battle Axe** and at the western exit you can find a hidden **Mini Medal** 🏅. This one is almost at the exit so walk around to find it without leaving.



Go north from here to find a **secret spot**. In this one you can find a bag on the tree on the right side with a **Holy Talisman**. You can also find the **friendly monster Ramsdale** during the day. Thanks to **MrManiaX** and **CrabdaddyLonglegs** for these.



Go further northwest and follow the shore to find yet another **secret spot**. This one has a chest with **4,312 coins**.



Return and simply enter the **Pirates' Den**. Make sure to come in during the **DAYTIME**.

Once we're here, let's go inside the building first. However, before we do make sure to check the barrels outside on the left to find **Seed of Strength** and **319 coins**.



Go inside the building now go around and from the little pond they have here go right and enter the bottom right room to find an **Oomph Powder** inside the bottom right barrel. Enter the next room north of here to find a bedroom. Check the bag hanging on the wall for a **Dummy**.

There's nothing inside the 3 rooms directly north so go left a bit and enter the red door to the north. This has a staircase going down to some cells. The first cell has a **Mini Medal** 🏅 on the floor in the upper right corner.



You can talk to the person in the cell here. He tells you that the pirates come back during the night.

Back upstairs, the next hallway going north leads to 3 pots and 3 barrels. Check them to find **629 coins**, **Seed of Stamina**, **Mini Medal** 🏅.



And lastly is the northwestern room. This is the captain's quarter. Check the drawers in the upper right corner for some **Leg Warmers**. On the bed you can find the **friendly monster Forker** (thanks to **Adam** in the comments).

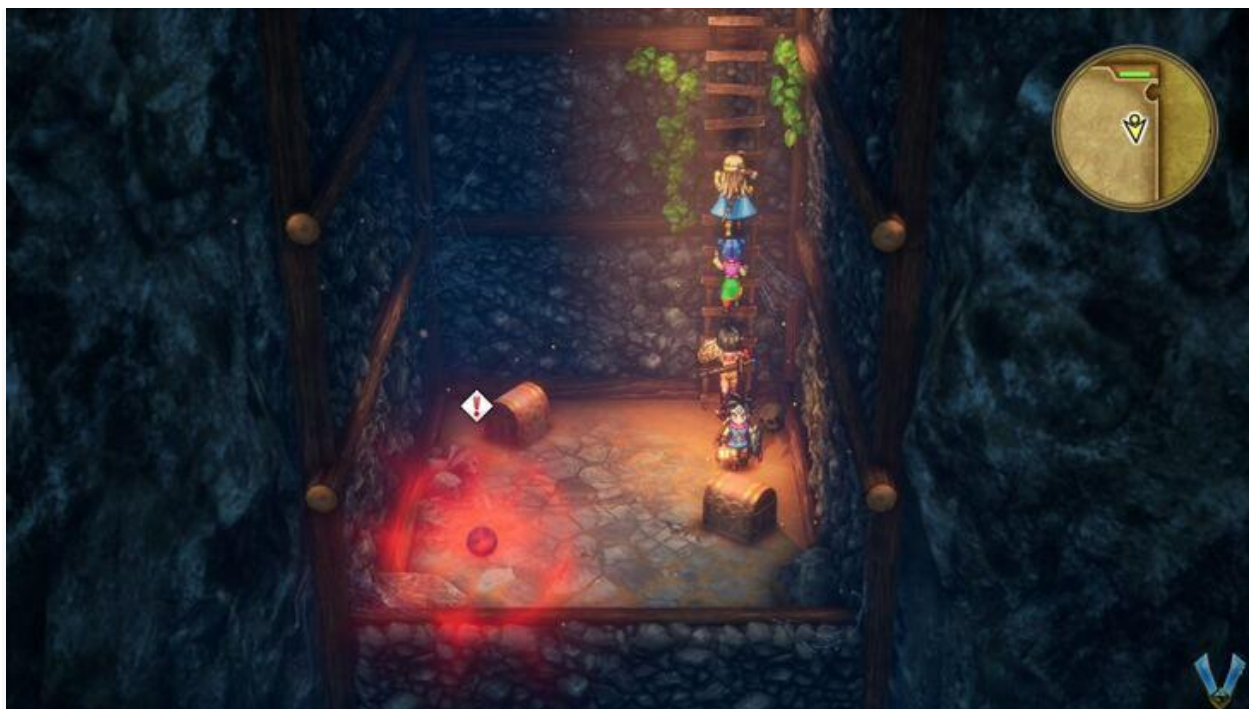


That's it for the building.

Head back outside and go to the quest marker to the northeast. You'll see a statue with a bit red glow coming from under it.



Interact with the front of it to move it. Head down the ladder and down here you'll find a pair of chests with **Skull Ring** and **Phantom Mask**. And of course the one thing we came here for, the **Red Orb**!



We're practically done with this place. If you really want feel free to come back during the night and talk to the pirates. They're actually not hostile. They'll mention a town named [Lozamii](#). We'll go there now! Might as well. See you guys there.

Lozamii

The town of Lozamii is actually not even marked on the map, and if the pirates didn't tell you about it you probably wouldn't even know it's here. From the Piratess' Den you'll want to sail southwest to a tiny island.



This place is small and doesn't have much going for it, but I figured we make it its own page and see what we can find!

Once you enter cross the bridge and we'll have the church. Save your game if you wish then let's go east first. After crossing the bridge enter the house over here. Inside check the upper left drawers next to the bed for a **Scholar's Cap**.

Now you'll want to go ahead and check all the bookshelves in the upper right corner. Each one has something for you! Check them all to find the following books:

- **Fail Is a Four-Letter Word:** Sore loser personality
- **The Champion's Code:** Paragon personality
- **10,000 coins**
- **Leap before You Look:** Daredevil personality
- **Pot Lid**



Upstairs is a person you can talk to if you wish. Head back outside and to the north you can find the **friendly monster Pinchy**. It appears only at dusk and you need to use a Musk for it to not run away. Thanks to **CrabdaddyLonglegs** for this finding his blue brother haha.



Go northwest across the bridge. There's a single house here but before you go inside check the flower garden to the right of it to find a **Mini Medal** 🏅.



Inside the house though, check the bookshelves to find a **Silver Platter** and the book **Loving Living: A Grinner's Guide**.



If you talk to the old man here he'll tell you about the Mountaincleaver... and throwing it into the volcano. Whoa. We'll be doing that... maybe.

Back outside, go west across the bridge and over here you'll be able to find the **friendly monster** named **Zippy**. I got him during the night.



Make sure to also check the grave here to find a **Seed of Luck**.



Talk to the man in green and he'll tell us that a man named Simao has the Mountaincleaver. Good to know.

And that's about it for this little town. For now we're going to go to [Theddon & the Green Orb](#). This is next in our bucket list so I'll see you guys there!

Theddon & the Green Orb

It's time to go south now. Fast travel to Portoga and we are now gonna go south. Go south following the edge of the continent and as you go you'll notice an island (on the right side) connected to other 2 parts of land via bridges. In the middle of it there's a building. Get off your ship and go there.



This place here is **Wayfarer's Shrine**. Check the pot on the left to find a **Wayfarer's Clothes**. You can purchase equipment and items from the merchant here as well. If you speak to the sister she'll mention **Theddon**. That's where we're going.

The big thing is the portal in the back. Using it takes us to the Wayfarer's Inn. This is the one south of Mur.

And with that out of the way, head back to your ship, go south a little bit and go east following the river. Before the land on the northern side ends, get off and head north to find a **secret spot**. You can find a barrel in the center with **Shell Armor** and a bag on a tree to the left with **889 coins**.



Head back to the ship and continue following the river south until you reach a fork and **Theddon** right in the middle. Before you enter, directly west from the town (across the river) is a **secret spot**. Inside you can find some pots near the center with **Full Moon Ring** and **Musk**. There's also the **friendly monster Whodoo** here. It runs away so make sure to use a Musk.



Return to town and before you enter go south-southeast towards the beach and you'll be able to spot a **secret spot**. This one has a **Pot Lid** in a barrel and if you check the floor in the upper left side you can find a **Mini Medal** 🏆.



Return to town and make sure it's **DAYTIME**. This is to loot everything we can.

As we enter we'll see that this place is so messed up. What happened here? We entered from the northern side. Head south a bit and check the barrel on the right to find a **Pointy Hat**. Further south, the first building is the inn. There's the **friendly monster** named **Sir Laugh-a-Lot** inside. This one runs away so make sure to bring your Monster Wrangler or use a thief's Padfoot ability to get him.



The building to the south is the equipment shop... was the equipment shop. Go inside and next to the entrance is a barrel with a **Dazzle-me-not** in it. Grab it then head upstairs.

Up here check the drawers in the corner to find a **Black Bandana** then open the chest to find **Night Light**. This allows us to change the time of day into day/night (opposite of the one that's currently on going).



To the east-northeast is the church. There's nothing in here but note the little house to the north. In the center of the poison puddle outside of it you can find a **Mini Medal** 🪙 (thanks to **pavelbure** in the comments).



Check the pot just past it for **351 coins**. Grab them then go down the stairs.

Down here there's a pair of coffins. Nothing you can do with them. However, check the left side (in between them) where the grate on the floor is to find a **Seed of Life**.



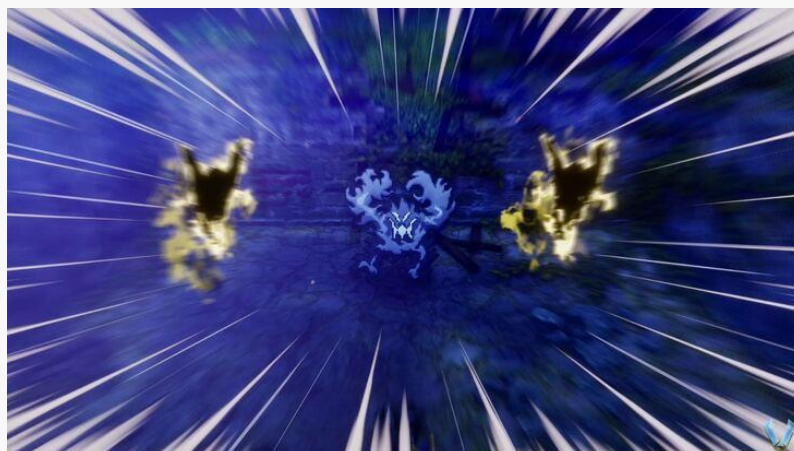
If you check the ruined building on the northern side of town (northwest of where we currently are) you'll notice this is more like a cell. There's a skeleton inside and that's where the quest marker is. Interesting. You'll notice that the corner of the building is broken and there's a gate. The reason we left this place for almost last was because we needed the Ultimate Key to open the gate.

That's about it. Head back outside and wait for it to be NIGHTTIME. Once it is go back inside and you'll be reintroduced to the town. You'll also see something's different. Yep, all the skeletons and dead people are walking around as spirits. Whoa!

The equipment shop is now open for business. Kind of... odd? Check out and purchase anything you want / need. Go to the northeastern house again and go back down the stairs. There's a friendly monster down here called **Hel**. He'll join you as you approach him.



And with that go ahead and heal up, save your game at the church and when ready head to the northern jail. You see how there's a guard in the broken corner now? This is the reason why we need the Ultimate Key. Open the gate to trigger a scene with the ghost inside. After a little talk we'll end up in a boss fight.



BOSS FIGHT: DYING FIRE & PHANTASM



Welcome to what's probably the worst boss fight in the game.

As we start out we'll see that we only have 2 types of enemies, and we've already fought some that look like them. However, here's what make this fight so hard. These guys LOVE to summon allies. The Dying Fires will summon more Dying Fires, and the Phantasms will summon more of the same. Of course this doesn't sound that bad given that they look like normal enemies, but let me tell you, the Dying Fires are the worst ones of the 2.

What I really recommend you do is you start by taking out the Phantasms (the green ones). The reason for this is that they can lower your magical resistance with Spooky Aura. This makes all of their magic (and the Dying Fires) do a lot more dmg. And what's worse is that, if you remember the caterpillar enemy from the desert, these guys love to use magic that hits the entire party. Yeah, this is bad, especially if you have 4-5 of them at the same time and they cast Swoosh all at the same time. Killing the Phantasms lowers the damage you take altogether. You take around 50% more dmg. if you get your magical resistance lowered which is quite a bit.

Luckily for us their normal physical attacks are laughable, but their spells are not. Focus on the Phantasms that are grouped together then continue with the single one, hoping none of them summon more allies. The Dying Fires pretty much only attack as well so the "supports" are the green guys.

You do want to be **EXTREMELY** careful because as you fight these guys they'll start using Whack. This can instantly kill a party member. Equip an accessory to prevent this! We've gotten like 2-3 of them throughout the course of the game so I hope you haven't sold them.

Now, what to do as a party? I really hope you have a Sage or at least a Priest at this point. Having spells like **Magic Barrier** and **Accelerate** help out a lot (especially the former) in lowering the damage you take. Casting Kasap on them to deal more damage is also great.

To attack them, there's 2 things you can do. If you have a lot of enemies on the field, you can use your strongest spells to attack them all. You don't do nearly as much damage as when you target only one, but it helps if you drop their HP at the same time and kill them all in a single turn. However, another thing I saw was having my Sage use Oomph on my Warrior (who was a Martial Artist) and have them use their strongest single target attack. This alongside the enemies with Kasap will nearly kill one of them.

Now you might be wondering, is there an end to their summons? I cannot tell for the Phantasms, but the Dying Fires stopped summoning once they reached "Dying Fire J" haha. That's 10 of them.

- **Dying Fire**

- **Swoosh:** hits all party members for 15-20 dmg.
- **Wind Sickles:** hits one party member for around 30 dmg.
- **Whack:** instantly kills a party member.

- **Phantasm**

- **Bang:** casts an explosion to hit all party members for around 10 dmg.
- **Spooky Aura:** lowers magic resistance to one party member.

After the fight we'll have a scene where we get the **Green Orb** then the ghost here will tell us to get all of the orbs and sail south of here to a place called **Rimland**. Sounds like a plan!

And that about wraps up everything we can do here in Theddon. Next up is the town of [Jipang](#). I'll see you in the next page so we can see how to get there.

Jipang

Jipang is a little town located on the little island south of the **Wayfarer's Inn**, the little building southwest of Mur.



As soon as we enter we'll have a scene with the locals. It seems like things aren't as nice as the vistas around here.

Once we regain control you can go south and enter the house on the left just to find a **Plain Clothes** in the wardrobe next to the bed. Useless (you CAN find a **Magic Water** in a pot behind the house. Thanks **pavelbure** for this one). East of this house are the rice fields. Check in between the first 2 to find a **friendly monster** called **Amphoebe**.



Head north to the church icon and save your game. Enter the well next to it to find a **Dummy** near the spires on the right.



Head back up and go inside the house on the right. Inside check the wardrobe to the north to find a **Hardwood Headwear** and the bag to the right for **Seed of Wisdom**.



Head outside, go right behind the house and STOP. There's a **friendly monster** under the tree up ahead. It'll run away and the only way to get it is by using a Fading Jenny, the item we used to get into Edina. If you don't have extra, go back to Lanson and buy one. Once you have it simply use it and go behind the monster and approach it to have **Luna** join you. Nice!



Once you get it check the base of the tree to find **600 coins**. Great find!

Go inside the house to the left of the church icon now and check the pot on the left to find a **Seed of Magic**. Check the bag on the northern bag as well for a **Coagulant**.



Exit this house and you'll notice some stairs on the western side that go underground. Head down and down here you'll have a red !. Before you go to it check the pot in the bottom left corner for a **Seed of Strength**.



The pot on the right has a **Mini Medal**  so make sure to get it.



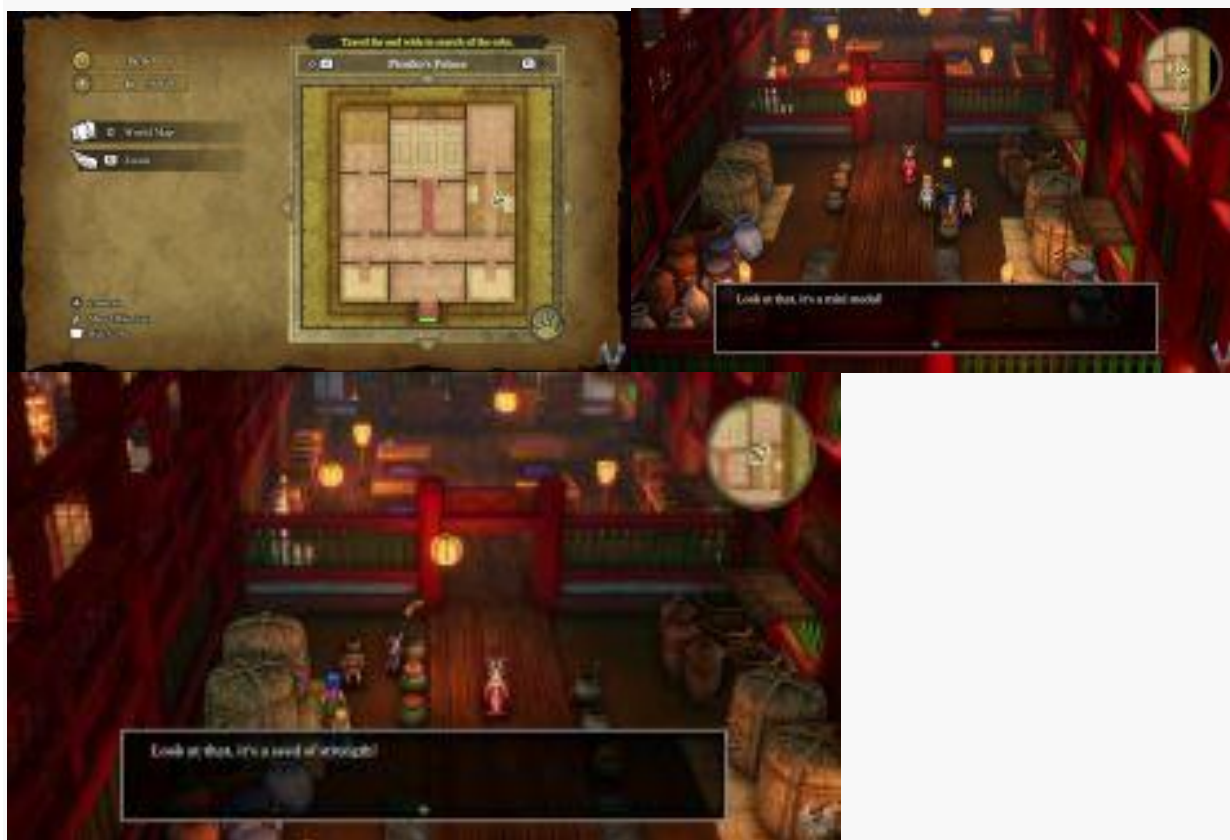
Once you've grabbed these 2, interact with the pot to the north to trigger a scene with the girl that's supposed to be sacrificed, **Yayoi**. After the scene exit the room and go north up the stairs towards the main building. Before you enter make sure to go left to find a **Dragon Scale** on the floor.



Go inside the building now and head to the kitchen in the northwestern corner. Check the pot in here to find a **Seed of Magic**.



Go to the eastern side and head north over here. You'll enter a room with several pots in the center. Check them to find **Mini Medal** and **Seed of Strength**.



Enter the room to the north and check the cabinets to find **Scale Shield** and **Training Togs**. Go to the center and talk to the governor of this place, **Pimiko**. After a little talk we are practically done with this place.

So, where to now? Well, let's help the town out and prevent any more sacrifices. We've got to help Yayoi out.

Leave the town, go heal up at an inn in another town and save your game, then fast travel back to Jipang and go east. You'll see a cave at the top of a mountain. This is [Orochi's Lair](#). I'll see you guys in the next page.

Orochi's Lair & the Purple Orb

ENEMY LIST

Walking Corpse

Magmalice

Lump Shaman

Ursa Minor

B1



Welcome to the fiery cave of Orochi's Lair. I don't know why but this reminds me a lot of the Fire Cavern from the start of Final Fantasy VIII. Sadly we don't meet Ifrit at the end of this one, though we don't have a timer either haha.

Ahem, anyway, follow the path as we enter and make a south down the first path we come across to find a chest with **Black Pyjamas**.



Continue following the path and you'll reach a 4-way fork. The west path has nothing but if you go east you can find a chest in the little open area with **Magic Water**. These are always welcome.



Continuing the eastern path leads to a dead end with nothing really so instead head back and go south. When you reach the open area, go south following the path on the right to find a chest waiting for you with **Light Shield** inside.



Return and follow the left path now. You'll eventually reach a fork in the path. We need to go north but before we do make sure to go east to find the **friendly monster Alice**. Nice!



Return and go north now. Before we go down the stairs go right all the way to find a chest at the end with **Mask of Implacability**. Grab it, return and go down the stairs to the next floor.

AUTHOR NOTE

I haven't tried this out yet but this was cursed back in the old games. Be careful of it.





This is a much smaller floor. Go west from the fork you come across and at the end you can find a chest with a **Mini Medal** .



North from the fork you to find the spot where the young girls were sacrificed. I didn't find anything useful here so when ready, go ahead and heal up and make absolutely sure you're ready because as you go east you'll trigger a little scene then a boss fight!

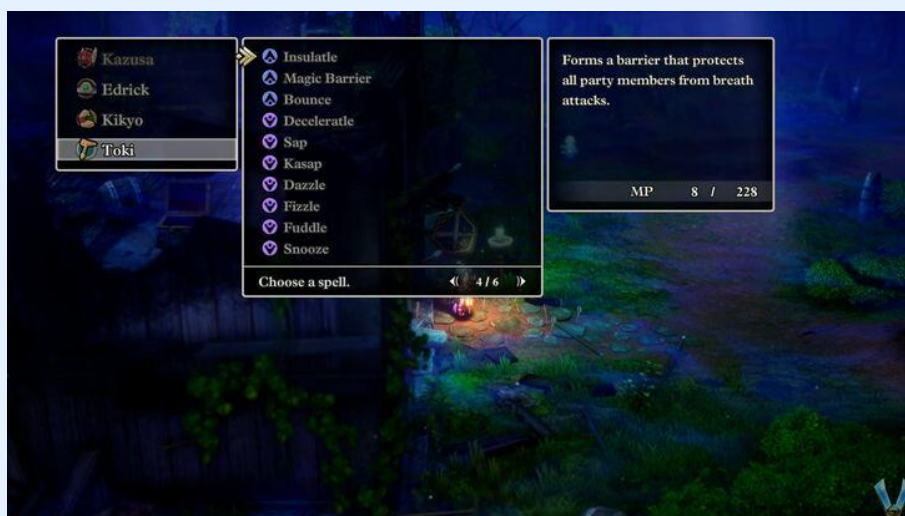
BOSS FIGHT: OROCHI



Now this is an actual tough fight. The one in Theddon was more annoying than hard, but this one is actually hard.

For starters, Orochi moves twice per turn. We can count ourselves lucky that's not once per head. Anyway, Orochi for the most part is a rather tame boss that has a handful of moves. The most annoying one is his Shout move. This one can prevent your party members from taking action the next turn. Super annoying and not really much you can do to prevent it in the battle itself.

The one attack you want to be really careful of is his Wildfire attack. This is a fire breath move that hits your entire party for a lot of damage. What makes this worse is that Orochi can actually use it twice in a row. It was rare for me (did it twice only) but man that can be almost 100 dmg. to the entire party in 1 turn. This is a breath attack so the typical **Magic Barrier** spell won't work sadly. The one you want to use here is **Insulate**. This acts the same but for breath attacks. That being said, I don't know if Priests can also learn this one but I know a Sage can.



Besides this, there are other things you can equip to lower the damage you take from this attack. The **Asbestos Earrings**, **Dragon Mail**, **Flame Shield** can be bought in Cityburg (you may or may not be able to buy them at this point, sorry can't confirm). We do have an Asbestos Earring at the very least though. You can also purchase a **Banishing Bell** in Lanson. This should help somewhat from his shout move. I personally didn't use any of this and did just fine, but using anything the stuff listed will make the fight much easier to deal with.

To deal damage to him, ice spells like Crackle work wonders. Of course stay away from using fire spells, but use your strongest abilities and spells to attack him. If possible make sure to use Kabuff on your party to increase your defenses (in case the boss's normal attack does a lot of damage to you) but you can try using the Sap / Oomph combination on your strongest melee characters. Dropping the boss's defense while drastically increasing your damage output is crazy good. It is here and against the rest of the bosses that don't resist physical attacks.

- **Attack:** hits one party member for around 15 dmg.
- **Shout:** inflicts fear to your party if it hits, preventing them from acting during a turn.
- **Wildfire:** hits all party members with a fire attack for around 30-40 dmg.

AUTHOR NOTE

The Orochi Sword we get as a reward for the fight is a crazy good sword. Make sure to equip it.

After the fight we'll have a little scene where Orochi "melts" and runs away. Hmm? The party goes through the portal that appears to reach... Jipang's palace? What is happening?

Before we go in, fast travel away and heal up and save your game. We're having another boss fight. When ready though go inside the palace and go to the back where a scene plays out and we'll be in another boss fight. Against Orochi once more.

BOSS FIGHT: OROCHI (REMATCH)



I'm not going to write a completely new strategy here because this fight is pretty much the same as the previous one. However, there are some differences worth mentioning.

I don't know if I'm trippin', but from I could see in my recordings, Orochi's normal attacks did more damage than before while his Wildfire was just a tad weaker. **HOWEVER**, if that's the case it doesn't really matter because the boss has a new attack, **Inferno**. This attack is pretty much an upgrade to Wildfire. This would normally do between 80-90 dmg. to the entire party, 2-3 times more than Wildfire. Yeah, scary strong.

Somehow, the boss never used it twice in a row and, in fact, she rarely used it. This is good because surviving 2 of these in a row is very hard. Another new attack it has is **Burning Breath**. Despite the name, it actually acts like Shout in the previous fight and it paralyzes your party. This is where those Banishing Bell accessories I mentioned in the previous strategy work. Super useful.

Other than those 2 attacks, the fight is pretty much the same as before. I like to believe she even has a bit less HP than before (I'm assuming they were expecting us to just run in the palace without going to an inn to heal) and gives a hell of a lot more EXP.

After the fight watch Orochi die and we'll end up getting the **Purple Orb**. Let's go! Go ahead and continue enjoying the scenes that play out and right after we'll be done with this place.

What now? Well there are several areas we can go to but let's put a pause to the orb gathering and go to the town of [Persistence](#). I'll show you in the next page how to get there.

Persistence

I'm not kidding, that's the name of the next town. There's not much going on there besides info we can gather, but let's go there nonetheless.

To reach this town fast travel to Cityburg and open your map. Do you see that southwest from here (on the other side of the mountains) is a web of rivers? That's where we need to go so follow the edge of the continent south and go northwest to enter this river web.

Once here go north to where the large purple mark on the map is. There's a sparkle in the center of it that gives you a **Fur Vest, Doh-hican** (accessory that grants clown personality).

Go northeast from it and the rock surrounded by a forest is a **secret spot**. In here you can find a **Fizzle-retardant Suit** in a barrel on the left side and the **friendly monster Hades** on the right side. I got him during the night. On the right side there's a bag on a tree that has a **Prayer Ring**. Always useful. Thanks to **pavelbure** in the comments for this one!



Go west from the purple puddle and across the river you can find our town. Head inside.



As we enter, start by going inside the house north of the eastern entrance and in here check the barrels in the bottom right corner to find a **Musk**. The barrels in the upper left has **Special Medicine**.

Going to the southeastern house, check the pot outside to find a **Coagulant**. Inside you can find a pot with a **Care Riviere**. Go west and into the inn where you can find a **Rabbit Tail** inside the bag in the second room.


Head to the center of the town and go down the well. Down here check the drawer near the old man to find an **Iron Helmet**. The old man tells you about the Bottomless Pot... yeah we did that ages ago!

Head back outside and check the right side to find a **Lightning Staff** on the ground, hidden. Thanks to **CrabdaddyLonglegs** for this one.



Go to the northern house now. Make sure to check the pot outside it to find a **Seed of Luck**.



Go inside the house now and check the pot in the corner for a **Mini Medal** .



And that's it for this optional place. We are currently going to another optional spot. This place is good to get some levels and has an item that can help us out, but it's not mandatory. This place is [Fifer's Spire](#). We'll go over how to get there in the next page!

Fifer's Spire

I saw this spot ever since we got the ship, but never went there until right now. Simply fast travel to Mur and go directly east from it. You'll spot it when you reach the eastern continent.

Of course, before you enter make sure to go northwest from it a bit to find a **secret spot**. It has a **Chimaera Wing** in a pot in the center... and that's it. Couldn't find any other thing in here.



And with that simply head back and enter the tower.



ENEMY LIST

Hades Condor
Vadiator
Lethal Armor
Toxic Zombie
Hoodlum
Belisha Beakon

1F



This place has several floors but it's easy to traverse. Just note that none of the floors have railings so you can fall off if you walk too close to the edge so be extra careful.

We also start in the **Entrance** "floor". There's nothing here so head north to enter the actual first floor.

Once here go ahead and open your map. Pretty simple, right? We need to make our way to the center where the 4 staircases are. There are no chests on this first part so go north following either path, open the locked door up here and then at this fork you want to follow the left path. This leads to a chest with **Doh-hican**.



Head to the center of the room now and you'll see there are 4 staircases going up...

2F



Well, let us start by taking the bottom left one (the one that leads NORTH. Up here go to the end where you'll find a chest with **Iron Claws**.



Head back down and take the upper left staircase, the one going EAST. Just like before, go to the end to find a chest with **Edged Boomerang**.



Head back down now. The stairs going SOUTH have nothing but a dead end so ignore them and instead take the stairs going WEST. This leads to a staircase that takes you up to the third floor.



This floor looks crazy. There's a piece of floor in each corner. Do you see the platform in the center? THAT'S where we need to go. We need to drop from the floors above and land on it.

AUTHOR NOTE

From here on up, be careful of falling off the ledges. I played and recorded this super late and I fell asleep while playing, falling off MANY times haha.
For now go up the stairs to the next floor.

4F



Follow the path west and ignore the first staircase you come across. It leads to a dead end. Instead head to the southern part of the floor and go down the stairs here to find a chest on the third floor with **Hen's Tooth**.



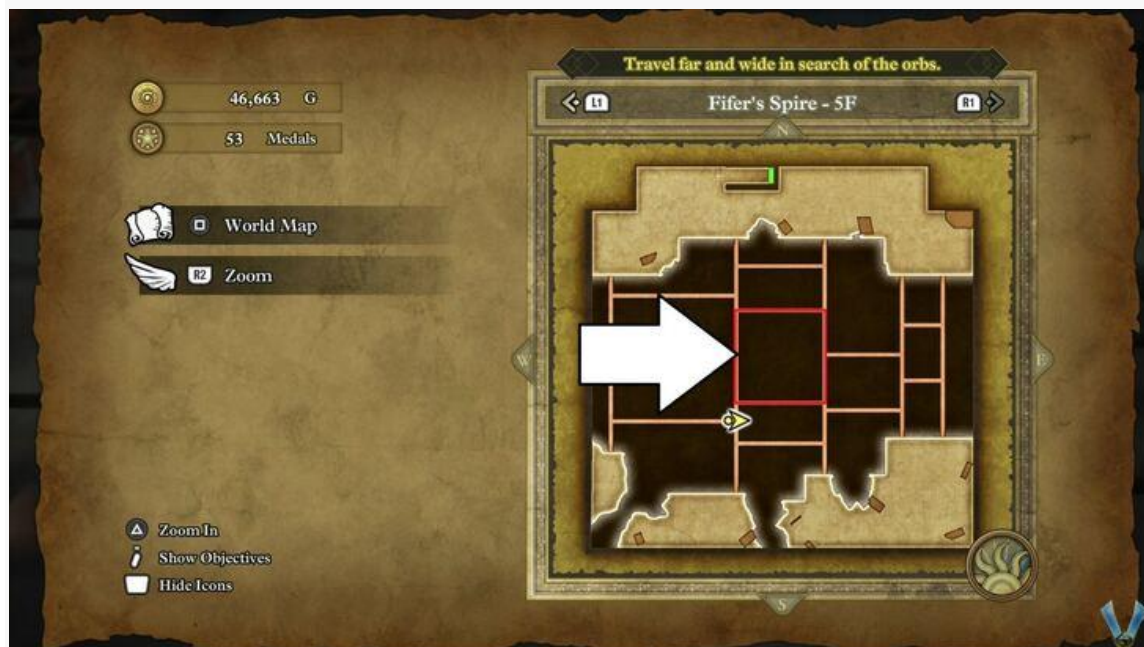
Head back upstairs, go east and the eastern staircase has another dead end. Ignore it and take the northern staircase up to reach the top floor.

5F



Open your map and do you see all those thin lines? These are ropes that you can use to walk across to other platforms. There are chests so go grab them. Do be careful because some of them are **Cannibox** enemies so ignore them... or fight them if you wish. Also remember to WALK across the ropes using the d-pad so you don't accidentally walk off.

Instead, look at the square in the middle (marked in the map above). This is where we want to drop off from. I'm pretty sure you can do so from any side, but I went from the WESTERN side JUST to be safe.




3F



Once you've landed on the central spot you can immediately find the **friendly monster Yum-Yum**.



Here you can open the chests to find (from left to right, up to down):

- **Echo Flute**
- **Thief's Turban**
- **Mini Medal** 
- **Agility Gilet** (great for big agility boost)

And that wraps up this place! We wanted the Echo Flute.

Anyway, we are now going to go get another orb. For this we need to go back to [Lanson](#). It's time to complete this place since we needed the Ultimate Key the last time we were here. Sounds like a plan? See you in the next page!

Lanson Revisited

Welcome back to Lanson. We're going to be here really quick. As we land make sure to stock up on healing herbs. Any and all of them. They'll come in handy. They don't sell them here, but continue reading because you might just not need them.

Whenever ready, head north to all the locked doors. We need to go through the middle ones (any of the 3), but enter the room on the left and the one on the right first. There's a man inside each one of these. The one in the right one though, he tells us about the yellow orb always moving around and is hard to spot even if we have the Echo Flute (which we just got). Hmm, I wonder if someone has it with them.

Anyway, head through the central doors now and stop in here.

AUTHOR NOTE

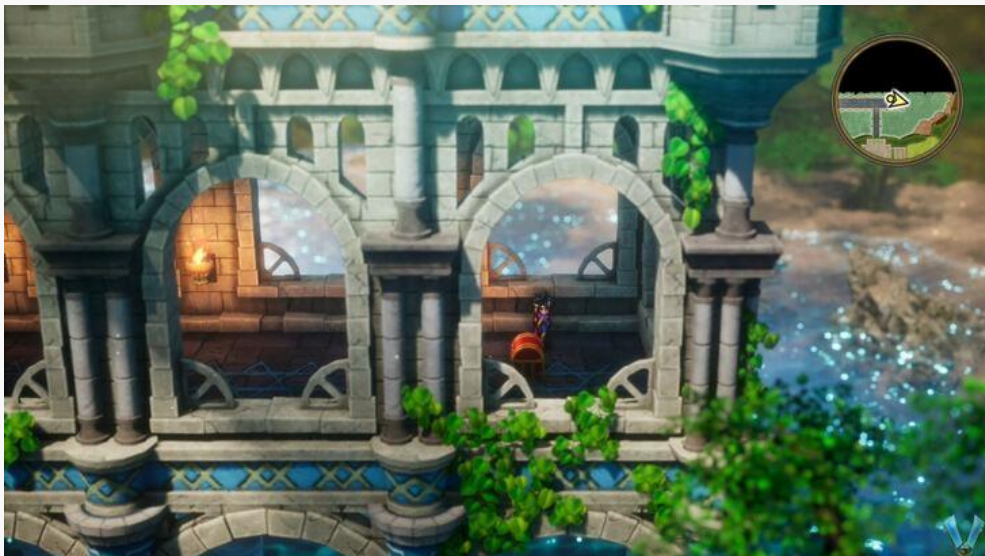
Up ahead we are traveling to **Gaia's Navel**. This place is rather unique because we can only enter with **1 party member**. That's correct! We'll be taking just one party member (the one in the lead). Knowing this I would highly recommend you take your Hero, or a Sage.

The former is more recommended because of the level. At this point in the game my Hero is lv.30 while my Sage is lv.27. The reason why this is important is because you'll still be encountering random encounters in the upcoming dungeons, and taking them out with just one party member is hard, and multiply that by 10s of times and it'll just get annoying. Before you ask, no you CANNOT come back with a full party since you can't fast travel to Gaia's Navel. Kinda sucks, but oh well.

Of course both the Hero and a Sage know the spell Holy Protection which helps with random encounters, and the higher your character's level the less encounters you'll have (even completely avoid them).

That being said, also read up in the next page about the boss (yes, there's a boss) so you can make a decision on which party member to bring.

And with that, once you agree to go on your own, we'll be outside the building, on the northern side. Go up the steps and go RIGHT behind the priest to find a chest with **Prayer Ring**. This will also really come in helpful.



Head west and we'll leave Lanson and be on the world map. Out here go west and you'll spot a sparkle to the north with **Iron Lance**, **Chain Mail**. Go west past the cave and the lone rock over here is a **secret spot**. Here you can find the **friendly monster Croaker**. This one runs so you need a Monster Wrangler or a Thief's Padfoot ability. There's also a chest on the left side with a **Dragon Shield**.



Head back to the cave in the center to reach [Gaia's Navel](#). See you in the next page.

Gaia's Navel & the Blue Orb

B1

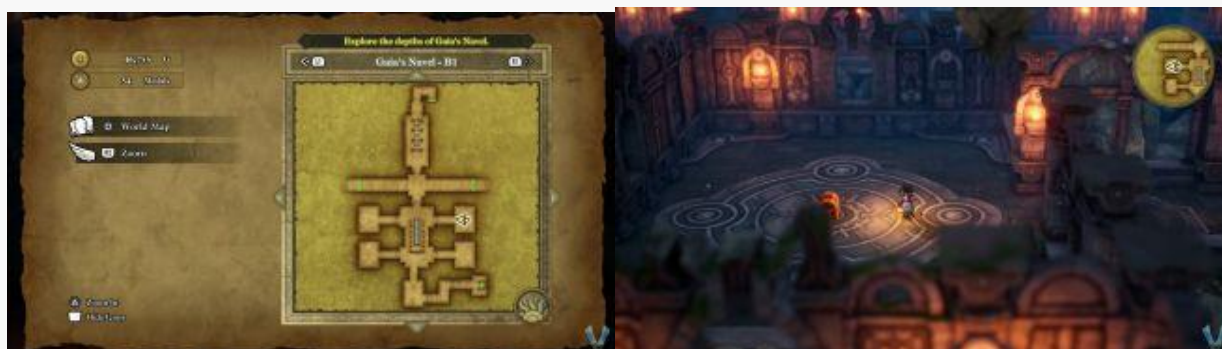


Like I said in the previous page, I HIGHLY recommend you use Holy Protection at all times so you don't have to bother with random encounters. You can always come back later and fight to your heart's content.

We start out on the far northern side of the first basement floor. Head south through the room with all the statue heads and we'll reach a 4-way fork. These 2 connect to a single hallway that has a **friendly monster** called **Bedivere**.



Return to the main floor and go south now to be in a room that has 4 rooms to the sides. The upper left room has a **Prayer Ring** while the boom left room has a **Cannibox** enemy. For the 2 rooms on the right side, the top one has a chest with a **Seed of Life** and the bottom one has a **Seed of Wisdom**.



Head south now and follow the path to reach the next floor.

B2

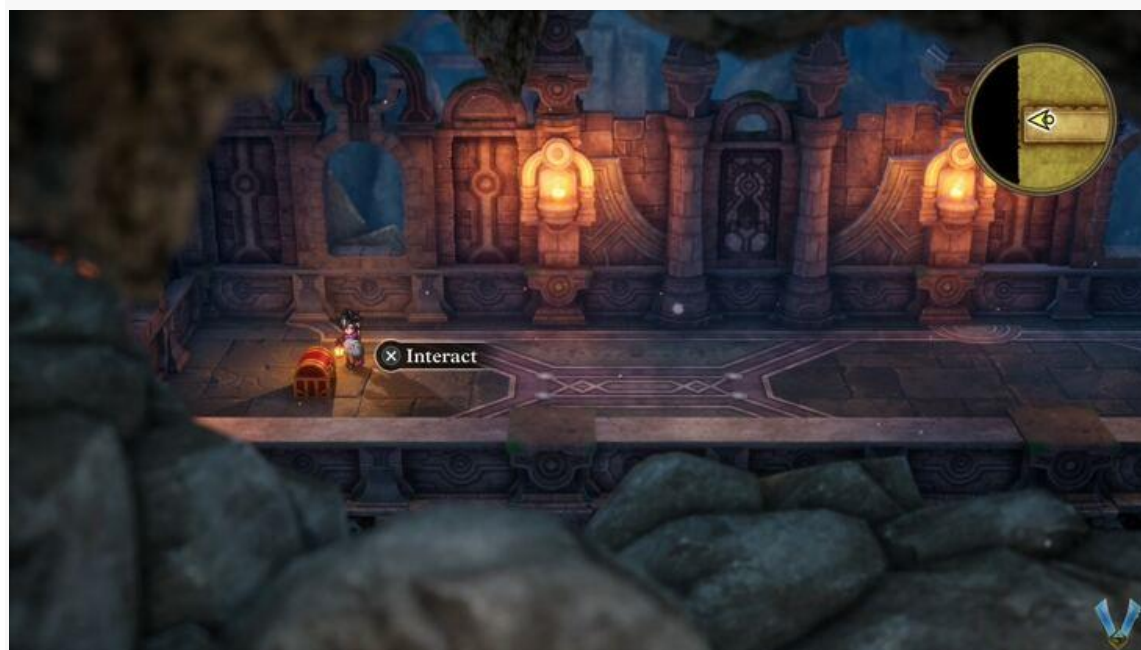


This is a pretty big and somewhat empty room. There are also 3 other staircases leading to other floors. Start by going to the southeastern corner and you'll find a pot at the rubble near the stairs that has a **Banishing Bell** inside.

Go up these southeastern stairs back to floor B1 and follow the hallway to the end to find a chest with **Earthenwear**. This thing has crazy good defense if your party member can equip it (the Hero can).



Head back downstairs and go towards the northwestern stairs. Check the rubble before reaching them to find another pot. This one has **Fading Jenny** inside. Go up the northwestern stairs now and up here you can find a chest at the end that has **3,640 coins**.

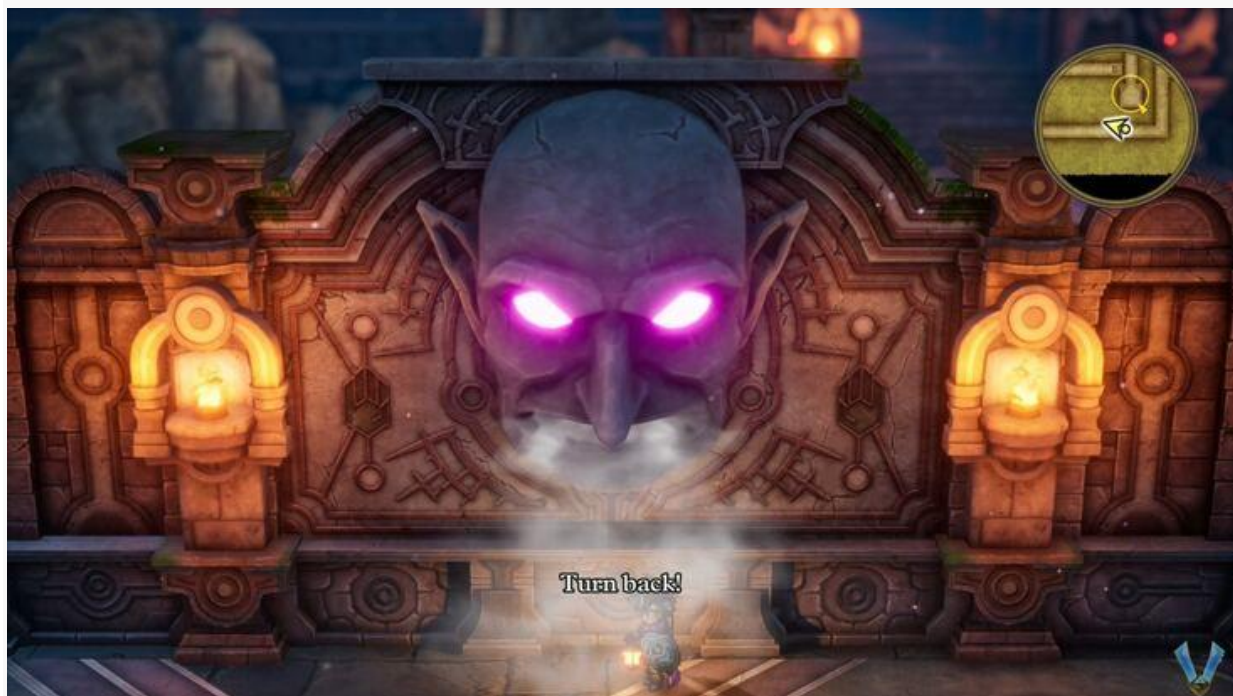


One last time, go back downstairs to floor B2, go to the northeastern staircase and take this one **DOWN** to the next floor.

B3



This is the last floor. Start by going south from the start and we need to reach the end of the hallway. As we go though we'll be stopped by these stone heads. They're kinda creepy and warn us that we should go back.



Once you reach the end you'll see a statue. Interact with it to move it out of the way. This reveals a staircase going down to a room that has a blue crystal on the wall...

AUTHOR NOTE

I have absolutely no idea what needs to be done here. I'll be updating this once I know!

That's about it. For now return to the entrance and head north now. Follow the hallway and you'll have more stone faces. Ignore them as well and before you reach the quest marker make sure to heal up and prepare yourself.

Once ready approach it to trigger a scene where we find the blue orb, but a wall of darkness appears behind us and we'll start a boss fight.

BOSS FIGHT: CHIROMANCER



This boss isn't that bad, despite using fighting 1v1. If we had our whole party... yeah he'd be done in a minute.

Anyway, the boss is the thing dressed in green and comes with a minor enemy called **Madvlad**. This enemy can lick you to paralyze your character. Kind of annoying. It can also hit your MP directly which is more of a pain. Make sure to deal with him ASAP (shouldn't take long).


The Chiromancer boss though. As you can tell he's a mage so he'll be using spells for the most part. He can also act twice per round which is not cool. That being said, there are 2 things to talk about here. Remember how I recommended either the Hero or a Sage? The reason why I suggested a Sage was because of their defensive spells like Magic Barrier. They can dramatically lower the boss's magical damage by quite a bit. Even better yet, **Bounce** is a spell that reflects all magic for a couple of turns. You can cast this on your Sage and use herbs to heal if needed.

The Hero on the other hand, has high defense, especially if you equipped the armor we got in here. This pretty much renders his only normal attack useless (he uses Oomph, then empowers himself before the attack). I literally took 0 dmg. from it but I'm not sure how much a Sage would take. Still, they could simply cast Kabuff to increase their defense and be totally safe.

That's about it for the right really. The boss can do quite a bit of damage if they use 2 offensive spells in a row so make sure to keep yourself health. One thing you'll want to be careful of is his Zing spell. He'll revive the Madvlad so if he does make sure to kill it again right away.

- **Frizzle:** fire spell that hits for around 60 dmg.
- **Swoosh:** wind spell that hits for around 50 dmg.
- **Zing:** revives the Madvlad.
- **Dazzle:** blinds your character.
- **Oomph:** greatly increases attack.

After the fight Chiromancer will die and disappear and we'll obtain the **Blue Orb**. One more in our pocket! 2 more to go!

Make sure to open up the 2 chests here for **Mini Medal**  and **Spirit Bracelet**.



And that's a wrap with this place. There's no need to go back to Lanson. You can fast travel to any location and the party will appear next to you.

That being said, where to now? We've got 3 markers on the map left. One of them is Cityburg (it'll be here while it's under construction), the other is Olivia's Promontory, and the other is on the eastern continent, in an area we haven't been to before. Well, we have!

You'll want to fast travel to **Wayfarer's Chapel**, the chapel area east of the quest marker. We'll continue in the next page as we make our way to our next destination, [Manoza](#). See you there!

Manoza

We are starting this page from the **Wayfarer's Chapel**. If you haven't unlocked this spot for some reason, go to Olivia's Promontory and take the right teleporter to reach the Wayfarer's Chapel.



Leave this place and once on the world map go northwest first. Follow this path towards the river and you'll spot a **secret spot** and a sparkle over here.



The secret spot has a pot on the left with a **Magic Water**. More importantly though, check the base of the tree on the right to find a **Mini Medal** (🏅). Very sneaky this one! The sparkle outside has **Medicinal Herb**, **Seed of Strength**, **Seeds of Luck x2**.



Head back to the Wayfarer's Chapel and head north now. Cross the bridge and make your way around the mountains and enter **Manoza** when you reach it.



Welcome to the town of Manoza! Right off the bat, note that there's another Monster Arena here, the third one. You need to have completed the previous 2 before being able to challenge this one. Outside the Monster Arena though, check the right side of it to find a **Seed of Agility** hidden behind the tree. Thanks to **CrabdaddyLonglegs** for this one.



From the entrance head north and check the pot outside the house in the corner to find **23 coins**. Head inside now and check the pot in the upper left corner for a **Seed of Strength**.



The bag on the wall to the right has a **Sage's Elixir** (super useful). Head back outside and as you try to go north a scene will play out where we see a coffin with several people around it. Head up the stairs and go inside the building. Inside you can find a pot with **Diamond** in it. There's nothing upstairs so go back outside.

To the right are all the graves. There are 4 rows of them. In the first row, check the second to last grave to find a **Mini Medal** 🏅.



In the second row, check the second grave for a **Steel Broadsword**. In the third row, the third grave has the book **The Girl's Own Annual**. Teaches the personality **Tear Away**.



Go back down the stairs and go left. We've got the church right away. Save your game if you want. Between the church and the inn there's a barrel that has a **Seed of Magic**.



Inside the inn you can check the bag on the wall to find **912 coins**. The drawers on the left has **Boxer Shorts** for you to pick up.

Head south into the Monster Arena now and check the barrels on the right side to find a **Seed of Wisdom** and a **Magic Water**.



If you go north to the arena itself, you can find a pot with **140 coins** in the northwestern corner. Head back outside and enter the southeastern building, the equipment shop. In here enter the room in the bottom left corner and check the drawers to find a **Spiked Steel Whip**. Afterwards we have 2 staircases on the right side.

The top staircase leads to the back side of the equipment shop but there's nothing there for us, so instead take the bottom one first to check the actual equipment shop. There are some good items here to purchase but a lot of them are really expensive. Buy whatever you need, and leave the building.

Go west across the bridge now and follow this path to the quest marker to trigger a scene where a man stops us and tells us to stay away from the castle because the king is now ok. It seems he acts as a completely different person from what he was before. Sadly we need to go in there.

Head to the entrance to the castle and go left. Check in between the tree and the pond to find a **Seed of Agility**.



Go right from the entrance and enter the door at the end. If you come during the night then you can just go in through the door. If you come during the day, the soldier will ask you if you have any business here. Say **YES** and he'll let you through. Wow, that easy huh?

Time to explore the castle!

We start out in the kitchen. Check the barrel on the left side to find a **Mini Medal** 🏅.



Go to the western side of the castle now and you'll have 2 rooms over here. The upper room (looks fancy in here) has nothing, but if you check the bottom room you can find **610 coins** in the pot. The stairs in the northwestern corner lead down to the jail. Nothing for us down here.

Go east down the hallway and check the garden on the northern side. The flower pot in the upper right corner has a **Prayer Ring**. These are super useful. Further east down the hallway is a staircase. Take this up to the second floor. We are going up a tower now. Check the pots on the left side for **Strong Medicine** and **Magic Water**.

Head up the stairs and we'll reach the top of the tower. You'll notice that a part of the bottom left corner is missing. Use this hole to jump down to the ceiling below. Down here go to the western side where you can find the **friendly monster Lucy**. It runs away so use a Monster Wrangler or a Musk to prevent that.



To the right is a door that leads into the King's bedroom. In here check the bookcase on the northern side to find the book **Would I Lie to You?** which gives you the personality **slippery devil**.



The drawer next to you has an **Oaken Club**. Does it give you a hint about the upcoming boss? Think about it a little bit. Anyway, that's about it for the castle. Go north and drop down from one of the windows, then go around and go talk to the King to trigger a scene. Yeah, he's kinda crazy. Sadly for us though, they send us to jail for some reason.

What they don't know is that we have the Ultimate Key. Exit your cell and enter the one in front of you to find **Mini Medal** 🏅.



Enter the other cells and talk to the people in them. When ready go right and down the stairs to find 2 more cells down here. Approach the left one to find that it's actually the king. What? Then who's the guy acting as the king? We'll have to find out!

Once we learn of the king's real identity (or rather who's the actual king), check to the right of him (on the ground) to find a **Dieamend**. Now leave by going into the cell on the right. Grab the **Fading Jenny** from the pot in the corner then follow the tunnel right. This leads back outside to the graveyard. Neat.

And with that head to the inn and rest if you need to, go save your game and then leave Manza.



Back outside on the world map, our objective is located southeast from town. Start by going directly east to find a sparkle in the forest with **Seeds of Agility x2, Seed of Wisdom**.



Follow the purple puddles southeast and you'll find another sparkle in the second one. This one has **Magical Robe, Staff of Sentencing**. Going west-southwest you can find another sparkle in the middle of the canyon region. This one has **Antidotal Herbs x3, Unsealant**. Now simply go southeast and cross the bridge and enter the cave that's our destination, [Manoza Cave](#). See you in the next page!

Manoza Cave



B1



Ok, this dungeon **REALLY** pissed me off! You'll see why later, once we reach the next floor. For now, at the fork near the entrance both paths going north lead to a dead end. Ignore them and go west instead. At the next fork go right to spot a chest with **Magic Water**.



Continue north and go north at the next fork to find a chest up here with **Full Moon Ring**.



That's actually all we have here on the first floor. Don't worry, you'll have plenty in a bit... haha. Anyway, go ahead and head down to the next floor now.



Ok, this is the floor that almost made me punch my tv! Before I tell you about it, note that the way to complete this dungeon is to drop down the hole directly south from where we are. That's right! The stairs to the far south lead to the next floor for treasure! We'll be going down there for them, then coming back up here and dropping down that hole.

ANYWAY, the reason why this chest really upset me is because of all the chests there are. There's literally a trail of chests that go west, then north, and go east all the way to the end. Sure some of them have items, but the others have **Mimics**. These are the upgrades to the Cannibox enemies you're probably familiar with already. What makes them REALLY annoying is the fact that they love to cast **Whack**. This can instantly kill a party member. I'm not kidding. We do have some accessories we can use to prevent it but I don't think we've found 4 of them. Personally, the one I found to die the most is my Hero. All my other party members usually dodge it, but not the Hero. Hmm.

Anyway, these Mimic enemies don't really give you a lot of EXP or money so feel free to skip them all. Make use of the map above to see which ones have Mimics and which have treasures. Of course one of them has a **Mini Medal** so make sure to grab it!



At the very end there are 4 chests (in the northeastern corner room). Only the bottom right one has an item (**Iron Mask**).

Start going south now and you'll be able to spot a **friendly monster** called **Rocky**. It runs away so use a thief's Padfoot ability and approach it from the side.



Go south from there and... yeah, more chests going northeast. Just like before, some of these are Mimics so check the map above.

Once you've checked all of these chests, continue east and there will be 3 more chests, last ones of this floor. The first one and the one in the back left are Mimics so feel free to ignore them. The one on the right has an **Yggdrasil Leaf**. Useful.



And south now to the next floor.



This one is much more tame and quick. From the fork near the start go west and follow this path north. You'll come across a chest up here with **Cat Suit**.

AUTHOR NOTE

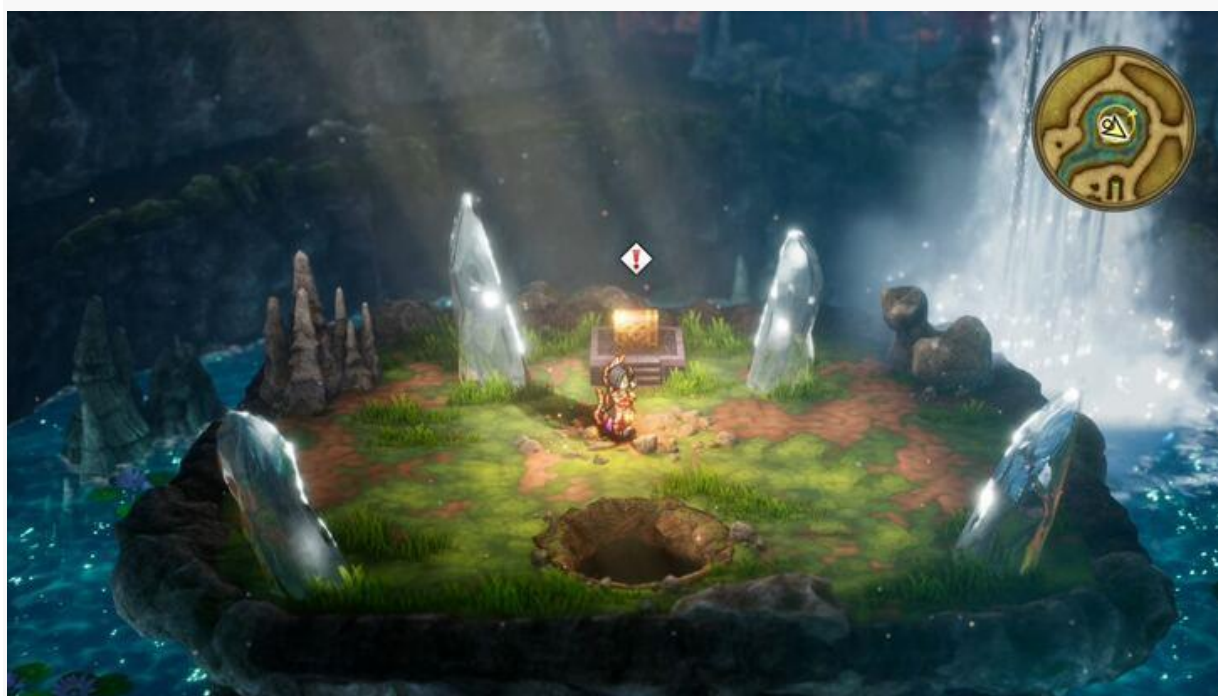
This cat suit, when equipped, changes the appearance of the wearer. Pretty cute!



Shockingly enough that's it! Note that near the center there's a staircase. Head to it and you'll notice it going down. I found absolutely nothing down here so instead head back to floor B2, locate the hole on the east side and drop down.



You will land on the platform that has a chest with **Ra's Mirror**. Just the item we needed.



And with that we're pretty much done here. Feel free to fast travel back to [Manoza](#) and we'll continue in the next page!

AUTHOR NOTE

Please check **CrabdaddyLonglegs** comments down below for several monsters disguised as humans you can get. I'll be adding them all to the "Friendly Monster" page.

Manoza & the Mod Rod

Welcome back to Manoza! Go ahead and rest at the inn and save your game. Make sure when sleeping at the inn you make it **NIGHTTIME**. It's needed. We'll be going to a boss fight so make sure to read it up before going to it.

Anyway, head to the castle, enter using the door on the right side that leads to the kitchen, then you'll want to go to the stairs on the northeastern corner of the first floor. At the top of the tower drop down to the roof, then go west and into the king's bedroom. This time you'll see him sleeping here.



Go ahead and talk to him and when prompted, use Ra's Mirror to trigger a scene and then it'll be time for a boss fight!

BOSS FIGHT: BOSS TROLL



Ok, two things came to mind as soon as I started this fight. First of all, the lips haha. Where are they? I'm so used to the original color that it just felt weird haha. That and the mace. Remember we got an Oaken Club before? Yep, it seems it was this guy's... at least I think it was the game telling us.

Anyway, this boss may seem simply at the start given that it just looks like a troll, but don't let it deceive you. This guy is strong, REALLY strong. It's very similar to other bosses in this game, once you know what they can do the fights are pretty straightforward.

In this case, the Boss Troll is all about physical attacks. He acts twice per turn and luckily for us he only has single target attacks. What makes this boss harder than normal is the fact that it LOVES using Kasap. This lowers your party's defense, making every single one of his already powerful attacks do even more. He usually uses it during his first act, then follows with an attack.

Of course you want to counter this by casting yourself Kabuff on your party to negate his Kasap. We may not gain a boost in defense, but we can at least negate his. Cast it every time he uses Kasap. Other spells that help out a lot is Accelerate. This is so you can have your turns first and use them to heal if necessary. That being said, if you see the attacks below you'll spot that he can do desperate attacks as well. These do a TON of damage so make sure your party has at the very least 200 HP at all times.

Most of the fight you'll be spending it healing or casting Kabuff, but when possible use Sap to drop his defense (he can't increase his own) and then use your strongest physical attacks. Magic works best against him, but your mages will most likely be busy healing and casting support spells, but when possible have them use their strongest spells. Alongside Sap, use an Oomph Powder or the spell itself so you can do tons of damage to the boss.

Overall not THAT bad of a boss, but he has a ton of HP and the fact that he can do over 200 dmg. to one character if he decides to attack them twice in the same turn can make this fight ridiculously hard and annoying.

- **Attack:** Deals around 60-70 dmg. to one character.
- **Desperate Attack:** Deals around 150-170 dmg. to one character.
- **Attack Attacker:** Deals around 60-70 dmg. to one character and slightly decreases their attack.
- **Kasap:** Lowers defense of all characters.
- **Fuddle:** Confuses one character.

After the fight we'll have several scenes where we sleep in the castle and we have another scene with the "voice". She tells us about our next objectives. Sounds good! Right after them we'll have a scene with the King where he'll thank us for helping and he'll give us the **Mod Rod**. This allows us to change appearances, which is fantastic. One of the guards will also give us a **Mighty Armlet**. Great.



AUTHOR NOTE

Now that we have the Mod Rod there's a place we can go to... or rather do something.

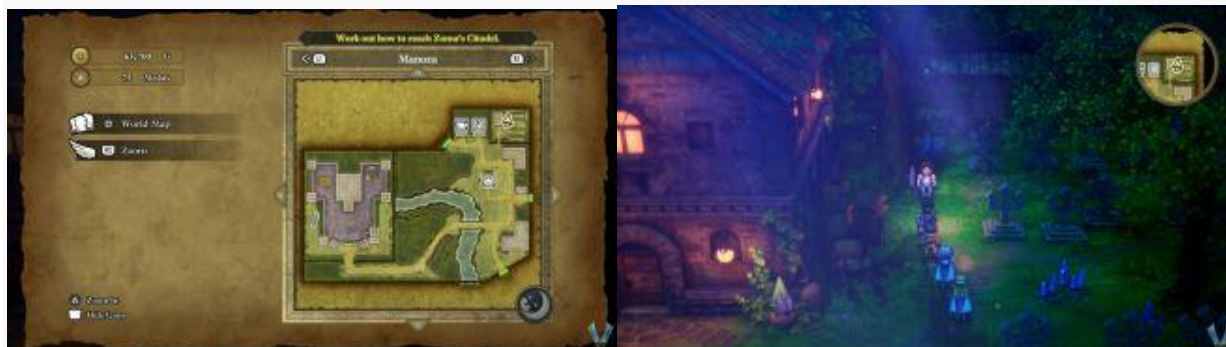
Remember the Faerie Village and how no one wanted to talk to us? Well, fast travel there and use the mod rod to transform. You can transform into several NPCs, a dwarf, a demon, and a slime. Transforming into a slime or a dwarf will allow you to purchase items at the item shop. This place has some good things.

The **Snooze Stick** we already have some. Good items to use in fights. Angel Robes are amazing pieces of body armor and also protect you from spells. The 2 things you REALLY want to grab here are some of the **Being a Better Person** books. These change your personality to **Good Egg**.

The other item is the **Prayer Ring**. Yeah, we have several of these but they always come clutch in a pinch when you're in the middle of a dungeon. You never know when they'll break, but get as many as you can because we won't have the Mod Rod for long. I personally bought 8 for a total of 20,000

coins. The Spirit Bracers are great for extra defense when you don't want the benefits of another personality.

Anyway, before we leave the town head to the graveyard during the night and talk to the NPC there. Now that we have the Ra's Mirror we'll actually find the **friendly monster Imhopep**. Nice!



Now let's go back to [Cityburg](#) and obtain the second to last orb!

Cityburg & the Yellow Orb

Time to go back to Cityburg. In case you haven't been here at all you may or may not need to leave and come back in several times until all the buildings are built.

The cabaret should already be complete and you can go in if you wish. That being said, head to the southwestern corner where you'll see 3 NPCs with a !. Approach them for a scene. It seems they're not happy with the Merchant you brought. Not much we can do, really.



Head to the northwestern house and you'll see your Merchant inside. They are enjoying this place, huh? Anyway, open both chests next to them for **Hen's Tooth** and **Primm's Primer**.



While we're here, the equipment shop also has some really good items. Everything expensive of course, but still worth buying.

Anyway, what we want to do here is that, after watching the scene with the 3 NPCs, sleep overnight at the inn, leave and come back later. Either way, once you do this head to the building where your Merchant usually is (northwestern building) and you'll see that something happened here. Did the NPCs we saw do this?



Leave the building and go to the jail (building to the south). Inside you can find your Merchant. Approach the cell to trigger a scene with them. I have an idea of what happened.

During the scene, she'll tell you that she got this yellow sphere and thought it was important and left it in the safe behind her thro... big chair. When you regain control you can open the cell and talk to her. She won't escape because she wants to fix things here. Makes sense.

Anyway, head back to her building and check behind her seat to see that you can interact with it. Do so to find the **Yellow Orb**. Wow, this is by far the easiest one!



And that my friends, is a wrap with this town (at least for now). We are only in need of 1 more orb (Silver Orb) and it seems like this one is in the volcano near Theddon but we need to get the Mountaincleaver sword... and we need to find where it is to begin with.

And with that, I'll catch you in the [next page](#) where we start this endeavor!

Grimland

Grimland, although it has a name, it's only a little hut. This place is located on the large snowy island on the northeastern corner of the map. You should see the quest marker up here.

As you get close to the island, move towards the center of the island and you'll be able to spot a sparkle that has **Seed of Luck**, **Seed of Strength**. Useful!



Head southwest and you'll see a little hut there. This is our destination.



Before you go in there, go west-northwest to find a **secret spot**. In here you can find a chest in the center for **5,614 coins**. Afterwards head inside the hut we previously passed. In here, check behind the bush on the northwestern corner to find the **friendly monster Baatholomewe**. It runs away so approach it from behind and using the thief's ability Padfoot.



Go directly south from here and you can find a chest at the southwestern brazier that has **Mini Medal** 🕒 inside.



Northeast from here is another chest at the top of the hill. Go up from the northern side to reach it and get **Battle Fork** from inside.



Go to the southeastern corner and you can find another chest, this one has **Magic Armor**.



Northwest from here is a lone tree and on it you can find a bag that has **Elfin Elixir**. Right in the center of the area is a tree that has a pot under it with **3,260 coins**.

Go up to the northeastern house and talk to the merchant outside if you wish to purchase some items and equipment. Afterwards head inside and check the drawers to find another **Mini Medal** and a **Top Hat**.



Talk to the old man in here and he'll ask you for the Mod Rod. You need to trade it in for a little something. If you've already been to the Faerie Village and purchase all the items you've need, turn it in. He'll give you the **Boatman's Bone**... kind of an odd exchange, no?

Anyway, I'm ending the page here and in the [next one](#) we'll go make use of the bone!

Ghost Ship

If you've read the title of the page, then you're right! We're going to a ghost ship!

Open up your world map and you'll be able to spot it right away. It's located in the sea east of Portuga and southeast of Romaria. Fast travel to either one, get on your boat and approach the ship to board it.

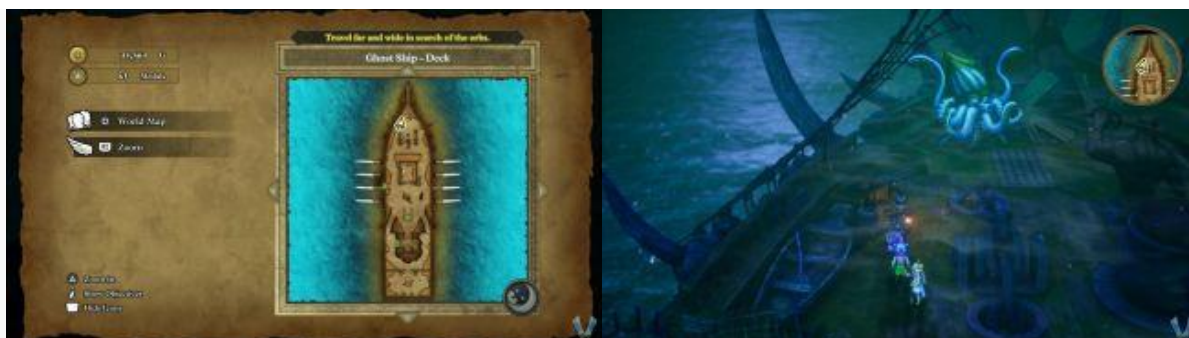


ENEMY LIST	
Man o' War	
Handsome Crabs	
Skeleton Swordsman	
Walking Corpse	
Squidzilla	
Mermaniac	



Welcome to the Ghost Ship! This place is spooky! It's not really a dungeon since there's really not much to do, but let's go over what we can do.

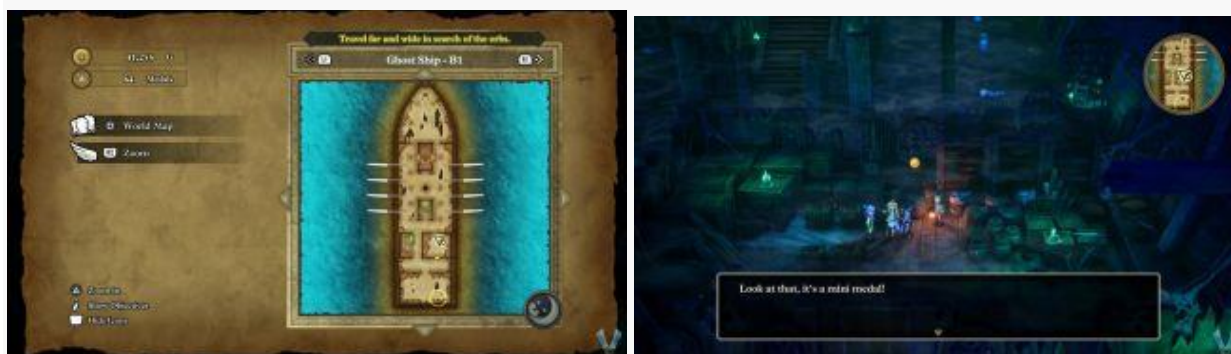
From where we enter go north and you'll be able to find the **friendly monster Tenda**.



To the right, check the barrel you find for a **Fading Jenny**. Follow this right side of the ship and go south until you come to some stairs going up. Take them up and up here look into the pot on the right to find **Boxer Shorts**.

On the southern side there's a room with a spirit walking around. I couldn't find anything in here. Head north and back down the stairs. On the southern side here we have 2 staircases going down. Both lead to the same area. Go to the southern side before going down to find a Minidemon walking around. Talking to it will pit you in a fight against it. Super easy. Make sure to check the barrel on the right side to find a **Silver Rosary**.

With this take either staircase and go down to the floor below. Down here start by going to the locked room and inside check the pot on the right to find **3,190 coins**. Make sure to also check the barrel to the right of the chests to find a **Mini Medal** 🏅.



You can also find 5 chests here. From left to right, top to bottom, you have:

- Sizeable Scissors
- Moonwort Bulb
- Cower Ring
- Mimic
- Poison Needle



Enter the room to the south now and check the sparkle to find **Lovers' Locket**. Super useful! We can technically leave now, but let's finish exploring this floor.

Head north now and past the staircases going up you can find a room in the center. In here check the drawers to find **Garter**. I couldn't find anything on the northern side but to the right of the room you can find the **friendly monster Grim**.



South from him is **Eric**, the spirit we heard of back in Olivia's Promontory. Yeah, he's Olivia's lover.

Anyway, that about wraps up the Ghost Ship. Very short. When I think of Ghost Ships the first one that comes to mind is the one in Chrono Cross. Now THAT is one I hated haha. Let us now continue [in the next page](#) where we make use of this "Lovers' Locket".

Shrine of Shackles

We are now going to the **Shrine of Shackles**. We need the **Lovers' Locket** we got in the Ghost Ship in order to reach this place... as odd as it sounds.

Anyway, fast travel over to Olivia Promontory and exit the building (heal up if you want). Outside get on your boat and go southeast a bit. The sparkle in the water has **Copper Swords x3**, **Chain Sickles x2**, **2,180 coins**, and further southeast is a little bit of land you can land on that has **Dazzle-me-not**, **Seed of Magic**.



Anyway, return northwest and you'll want to go west from Olivia Promontory. North of it is a little passage in the water you can go through.



As you go through a scene will trigger and afterwards we'll be able to go through. This is nice! We weren't able to cross before because Olivia was super mad haha. Oh well, we gave them peace now. When you regain control, go west and land on the island here, then enter **Shrine of Shackles**. As soon as you enter talk to the little flame and the green flame to the south. Once it disappears check the cell on the left to find **Mini Medal** 🏅.



Head further south and approach the cell on the left to find the green flame. Several scenes will play out here where we see who this green flame is. Man, I LOVE how much they expanded the story in this remaster. Sure it's a little bit but it just makes the story that much more compelling. Cannot wait for the remakes of the first 2 games.

Anyway, after all the scenes with him check the pot behind him for **4 coins**. Go to the cell on the right side to find a sparkle and more scenes. During these scenes we'll get the **Mountaincleaver**. Just what we needed! Right after make sure to check the pot in here for **Weightlifter's Belt**.



And that about wraps up this page. It's short and sweet. In the next one we're going to [Mt. Necrogond](#). Before you head there you better read up on the page because the toughest boss up to now is here. I'm not even kidding. See you guys there!

Mt. Necrogond

This page will be short since there's really not much going on, but let me warn you that the boss fight we have here will most likely prevent you from moving forward unless you've been leveling up properly and have good equipment.

If you need some sort of idea around what level you should be, well, at least here's my party:

- Hero: 33
- Warrior: 30. Started as a Martial Artist, then changed into a Warrior.
- Martial Artist: 27. Started as a Priest, then changed into a Thief (just to learn the abilities), then changed into a Martial Artist.
- Sage: 30. Started as a Gadabout and changed into a Sage around lv.24.

And that's pretty much my party. Haven't really done anything crazy with them, but having my Martial Artist and Sage being able to use healing and support magic is a godsend, especially for the upcoming fight.

With the party out of the way, let's continue. **BEFORE** you do, make sure to read up on the boss strategy (there are no real spoilers) because I go over stuff you should equip so you don't get your *** whooped. I almost died but I somehow managed to survive the fight.

Anyway, Fast travel to Asham, heal up and **SAVE YOUR GAME**. When ready leave the town, get on your ship that's on the river to the south, then follow the river south. Go northwest at the fork, then southwest at the next one.

Land on the right or southern sides and enter the volcano, which is **Mt. Necrogond**.



There's no real treasure here so follow the path upwards and at the top interact with the ! to trigger a scene and right after our boss fight!

BOSS FIGHT: GARBOYLE



As soon as I saw this guy I thought I was in for an easy time after we fought one of these guys before, someone similar anyway. Remember? Well, that is NOT the case.

The first thing I'll tell you is that this boss is kind of odd. He can move different times per turn. There are times where he moves 3 times in a turn, some times twice, and some times only once. You never really know how many times he'll move in a turn but always assume it'll be 3 times.

Anyway, the beginning of this fight will be extremely easy and pretty straightforward but don't let that deceive you. The fight itself can be simple, very similar to any of the previous bosses we've had before, but it is after you deal some damage to the boss or after like 10 turns has passed (at least for me) where the boss will start using the attack that'll make your life miserable, **Inferno**.

Like I told you before, you never know how many times the boss will act in a turn, and to make matters worse he can use Inferno more than once per turn. He used it twice on me and I somehow survived it, but my MP also went down really fast.

None of the other spells the boss has really matter outside of Inferno. This is the one attack you want to be extremely careful of. You can really lower the damage you take from his Boom and Frizzle spells by simply using Magic Barrier.

For Inferno, this is a breath attack. These are completely different from spells and require other resistances. Also note that I did NOT use anything of what I'm about to write and I still managed to beat the boss, so you should have a much more easier time against it.

And lastly, once you get the boss down to his last couple HPs, he'll start using one of his moves to **focus**.



This increases the boss's magical attack and the lower his HP the more it increases, which means his Boom spell will now be doing like 50-60 per use (can reach up to like 90 dmg), and he'll now be able to use Kasizz, a fire spell that hits everyone for the same damage as an Inferno (and can reach around 150 dmg.). Can you imagine how much damage the Inferno is going to do?

For spells, the only one that works is **Insulate**. I don't know if a Priest can learn this, but I know a Sage can. For equipment, equip one of your characters with the Dragon Shield we got from the secret spot outside Gaia's Navel. **Asbestos Earrings** are also great for lowering all kinds of fire damage. This one is almost a must for this fight given that the breath and all spells are fire based... well except Boom.

If you have them, make sure to equip them. Pretty much go through your inventory and equip everything and anything that lowers fire damage and breath damage. Of course don't go and equip something like a Fur Coat that has little to no defense at this point. If you really want, equip a Full Moon Ring for paralysis protection.

All in all, this is a fight that will test your patience. There will be lots of healing involved so make sure to bring some Prayer Rings in your bags, as well as some items to recover MP because your healers will definitely need it.

Make sure to have your Sage stick to nothing but using Insulate and Magic Barrier when needed, and heal as needed as well. If they have some down time they can cast Oomph on your melee characters so they can do more damage. If you have a Priest or someone that can help your Sage, make sure to do so by having them use Sap to lower the boss's defense, and even with the healing.

- **Attack:** hits one party member for around 60-70 dmg.
- **Attack Attacker:** deals around 60-70 dmg. to one character and slightly decreases their attack.
- **Boom:** spell that hits all party members for around 30 dmg.

- **Frizzle:** fire spell that hits one party member for around 40 dmg.
- **Burning Breath:** inflicts paralyze on all party members.
- **Inferno:** fire breath attack that hits all party members for around 90-100 dmg.
- **Dazzle:** blinds the party.
- **Focus:** increases Garboyle's magical attack.
- **Kasizz:** fire spell that hits all party members for around 90 dmg.

After the fight, watch this bast*** die (man I was SO mad after this fight haha) and then throw the Mountaincleaver in the volcano. We're not really losing much since it was only slightly stronger than the Orochi Sword we previously got.

Anyway, watch what happens when you throw in the sword and we'll now be able to move on. This is fantastic! How is our party not dead? Before we leave the volcano, make sure to check the northwestern corner of where we fought the boss to find the **friendly monster Bernie**. Thanks to **Ali** in the comments for this one!



Leave the volcano and you'll see that part of the river to the south is now made into cooled lava, giving us access to the area to the south.

Don't return to town just yet. We'll do so once we reach the next area so we can fast travel back. From the volcano use the cold lava to go south, stick to the mountain to the south and you'll find a sparkle that has **Dazzle-me-not**, **Seed of Luck**, **Fading Jenny**.



Continue following the path south and you'll come across some of those poisonous marks on the ground. The second one has a sparkle in the center that has **Antidotal Herb x2**, **Tangleweb**, **Seed of Life**.



From here simply go west and enter our next destination, [Maw of the Necrogond](#). See you in the next page.

Maw of the Necrogond



B1

Welcome to what's probably the worst dungeon in the game! This place is RIDICULOUSLY large and has some of the most annoying enemies in the game.

Before we proceed, make sure to go fast travel away, heal up at an inn and save your game. Before you head back, make sure to equip your party members with some way to prevent instant death. Items like **Angel's Robe** and **Holy Talisman** area must in this place. The enemy you want to be VERY careful of is **Silhouette**. It's the green Shade enemy. They cast Whack that can kill your entire party.

With that out of the way, head back to the dungeon and let us start.

AUTHOR NOTE

Before we start, note that this place is not divided by floors, but instead it's levels. I'll be putting both maps at the start of each "level" so check them when you need to.

We start in floor B1. Nothing happens here so simply go west across the bridge and head up to the next level.



AUTHOR NOTE

From this floor onwards, you'll be encountering **Liquid Metal Slimes** (maybe they appeared in floor B1). These little suckers are just like the normal Metal Slimes. They have 5 HP and give you a whopping 12,000+ EXP. You can level up pretty easily here. Make sure to kill many.

As you can tell from the map above, this place is massive and there's not that many chests to get. Start by going north all the way to the top and go right into the northeastern corner to find a chest with **Full Moon Ring**.



Go west from here all the way to the western-most side of the map and you'll find a chest at the end of **Sage's Elixir**.



Head back east, follow the bottom path at the fork east, then south and continue west all the way to reach a chest with **Thunderbolt Blade**. This thing is REALLY good so make sure to equip it right away. Also note that you can use it in battle to cast Boom for free.



The path going southeast from the chest leads back to the start and has nothing. Going south there's also nothing so instead go west, go past the exit to the south and at the end of the western

path there'll be a chest with **Spiked Armor**. This thing is great because when the enemy physically attacks the wearer, some of the damage is "reflected" back to the attacker.



From here return to the previous fork and go south into the next area.

L2



This is one of the levels with 2 "floors".

AUTHOR NOTE

Starting this floor you'll encounter the enemy **Goodybag**. These guys are kind of like the Metal Slime enemies. They have high defense and magic defense (not as high as the metal enemies) but they still go down pretty easily. They also run away like metal enemies. Anyway, they are similar to the metal enemies because they drop high amounts of gold coins when killed. It's good to target them first, but don't really go out of your way to get them if it means getting you killed.

As we enter this floor open your map and you'll notice 2 exits to this place. We'll want to take the upper right one first. Go right from the start and go up the stairs to reach the next "floor" of the level.

This is just a tunnel. Also note that if you go up the stairs on the far right side you'll end up at the western side. Yeah, it's pretty much a loop. Anyway, from where we start go right a bit to find a chest with... it's a **Mimic** so feel free to ignore.



Continue down the tunnel and you'll be able to find the **friendly monster Trevor**. He runs away so make sure to use a Musk so he doesn't.



Return to the previous floor and go south now. Go south at the next fork (going north leads back to the previous level) and when you reach to the spot with all the holes on the floor, be careful. If you fall you'll go back down to the floor below.

Anyway, walk through this area and check the northern side to find a chest with **Angel's Bell**.



Afterwards simply go right and go up the ladder to the next level.

L3



We start on the middle left side. Our objective here is to go east from where we start and JUMP DOWN the ravine. Before we do so let's explore the other 2 paths. Go south first and you'll be able to find the **friendly monster Death**.

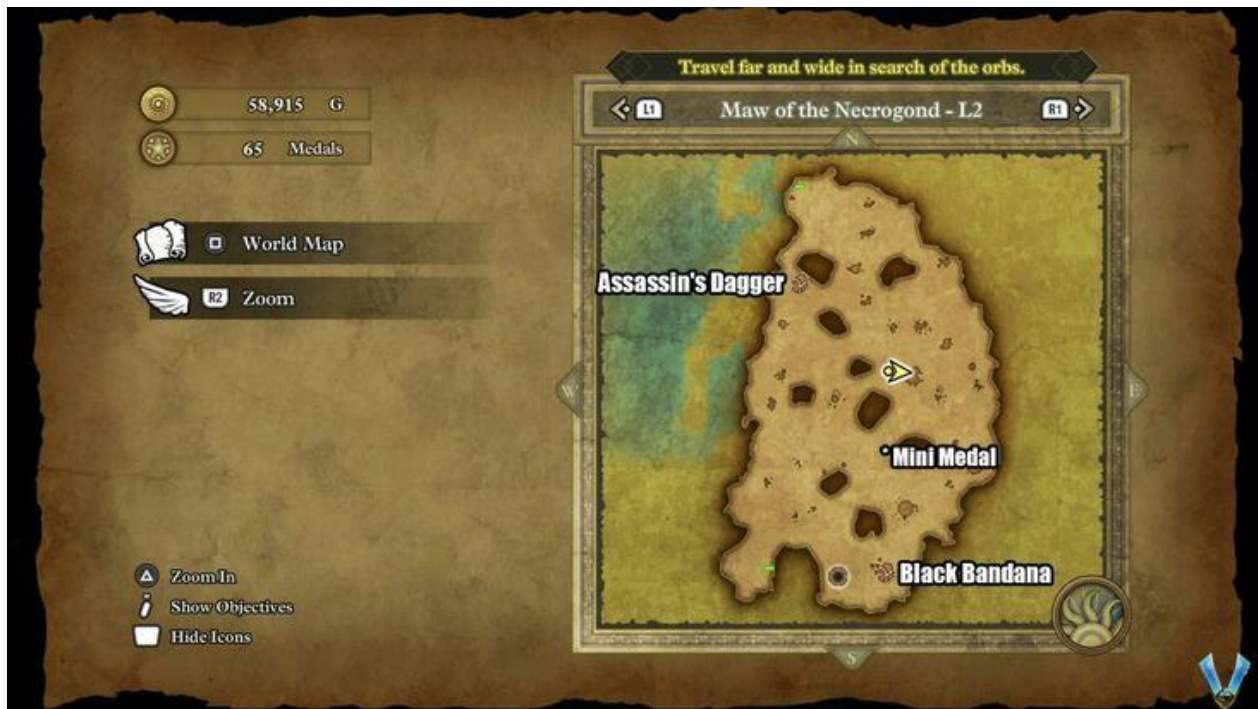


Return and head north now. At the very end of the path you can find a chest with **3,024 coins**.



Return to where we came up from and NOW go east and jump down the ravine.





We'll end up in level L2 once more, but only real quick. From where we start go northwest to find a chest with **Assassin's Dagger**.



Do you notice the 2 exits of this place? Let's take the southern one first. Before doing so, go to the southeastern corner to find a chest with **Black Bandana**.



A bit more to the north you can find a hidden **Mini Medal** 🍪.



Go up the southern ladder to be back in the previous floor. Go right up here to find a chest with **Mythril Helm**. This one is great so make sure to equip it.



Drop down the northern side and now go north and up the ladder up here. Once we're back in the large "pathy" floor, go right to find a MUCH needed **healing spot**. Stand on this to be fully healed. This thing is amazing and will help you out in case you want to grind some levels here.



There's absolutely nothing by going south so instead go east into the next floor.

L4



Yeah, this is the floor I hated the most. It's SO large and the encounter rate seems to be double what it normally is haha. Anyway, make good use of the map above. I won't bore you with paragraphs of saying "go north, go west, etc". The map itself is pretty self explanatory.

However, I do want to warn you about the **Wyrtoise** enemy. They like to cast Bounce on themselves so be extremely careful and don't cast spells on them when they do.

Once you grab all the chests, head to the northeastern exit.

L5

Nothing here besides the bridge. Cross it north to finally exit this hellish place. We'll continue this in the [next page](#). See you there!

Necrogond Shrine & the Silver Orb

Once we're outside the Maw of Necrogond, go east and you'll see a building on top of the hill. That's where we need to go. Before we do that, go right and you'll be able to find a **secret spot**. This one has a couple of chests that have **Banishing Bell** and **Dragontail Whip**.



Once you're done with it head south and go around and up the hill to reach the **Necrogond Shrine**.

Once in here you'll see a princess walking outside. What is she doing here? Anyway, before you go inside check the barrel on the right to find a **Dragon Scale**. Go north to find the **friendly monster Oozey**. He's almost invisible.



Head inside the shrine now to trigger a scene with the man in there. I was not expecting anyone here to be honest. Anyway, he'll be surprised by us making it this far and give us the **Silver Orb**. Good stuff.

Before we leave, make sure to check the wall behind the old man to find some hidden items: **Seed of Life**, **Mini Medal** 🏆, **Seed of Magic**.



And with that we're pretty much done here. We now need to head down to [Shrine of the Everbird](#). See you guys in the next page!

Shrine of the Everbird & World Exploring


This place is located on the southwestern corner of the map. We could've come here much earlier but there's not really much for us to do without the orbs.

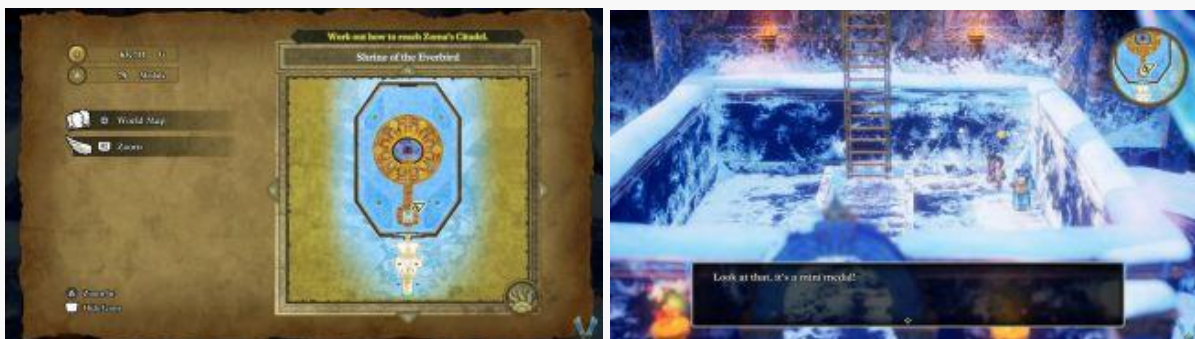
You can easily get here by fast traveling to Lanson and sailing west, or even better yet fast travel to Norvik and sail north. Whichever way you want. That being said, before you enter the tower in the center go southwest from it to find a sparkle with **Diamond x2**.

West from the sparkle you can find a **secret spot**. Check the eastern side to find a pot for **Anti-freeze Earrings**. On the left side there are 2 barrels which have **Divine Dagger** and **Chimaera Wing**.



To the east-northeast of the tower you can find a sparkle with **Fur Vest**, **Fur Hood**. Return and enter the Shrine of the Everbird now.

After the little scene you'll notice that it's here where the scenes from the video before the title screen are from. Great! Before going up the ladder, check the upper right corner to find a hidden **Mini Medal** .



Go up the stairs now. I remember seeing this and thinking it was a Zelda game first.



At the top another scene will play with a couple of Priestesses. Afterwards, go around the room and place all 6 orbs into their pedestals. Back in the day it didn't matter where you put them. Here they are colored and you'll put them in automatically.

Once you've done so you'll have more scenes play out and **Ramia**, the divine bird's egg will hatch and we'll be able to ride her. Let's go!

From here we need to find **Baramos's Lair**. This is pretty close to Necrogond, but for this page we're going to go around the world and see what items we can find.


AUTHOR NOTE

Ramia will come in clutch for 3 reasons:

- Takes us to Baramos's Lair, where our boss is.
- Allows us to enter the mountain north of Olivia's Promontory. We cannot do this right now, but later.
- You see all the little "hills" on the map? The ones that had sparkles we couldn't reach before? Yeah, we'll be going and get those (like the ones marked below). I'll be diving them per region, but just note that I'll be adding those that have useful items. If they have something like healing herbs, Fading Jenny's, etc I will not add them.



Aliahan Region

Western side of the island. You can find a **secret spot** here. In this one you can find a chest in the upper left side for **Elevating Shoes**, and in the upper right is the **friendly monster Beaker**. It runs away so approach it from the north to get him. Also, check below the large rock on the right side to find a **Mini Medal** .



Khoryv Region

Northeast of the town. There's a **secret spot** here. In the southeastern side you can find a barrel behind a rock for the book **The Eureka Moment**. You can also find the **friendly monster Boris** here.



If you open your map, southeast from the town you can see a patch of grass in the middle of the mountain range that we previously couldn't reach for obvious reasons. Head there to find a sparkle with some items, and a **secret spot**. This one has several barrels you can check for **254 coins** and the VERY IMPORTANT **Words of Wisdom**. Yeah, this is the item needed to change any class into a Sage.



Skyfell Tower Region

There's a sparkle northeast of the tower that has **Antidotal Herbs x3, Moonwort Bulb, Seed of Strength**.



Edina Region

There's a sparkle to the north that has a **Holy Lance** and **Sage's Elixir**. These are always welcome.

Portoga Region

There's a sparkle to the northwest that has a **Staff of Resurrection**. Another useful item.

Asham Region

South-southwest of town there's a sparkle on top of the hill that has **Dieamend**, **Seeds of Strength x2**, **300 coins**.



Ibis Region

Directly east of town there's a sparkle with **Seeds of Luck x2**, **Yggdrasil Leaf** and a **secret spot**. This one has a chest on the right side that has **Seed of Luck** and another one in the upper left with **5,000 coins**. During the night you can also find the **friendly monster Famine** in the center.



I

Island North of Olivia's Promontory

On the southwestern side, there's a sparkle with **Special Medicine**, **Seed of Defense**.




We haven't explored this area so let's do so real quick. To the south of this raised area there's another sparkle, this one with **Medicinal Herb**, **Seed of Wisdom**, **Seed of Magic**.



Northeast of the hill we landed on there's a **secret spot** that has a bag on the tree in the center with **Elfin Elixir**. On the right path there's another one with **3 coins** and on the left entrance there's another one with **Yggdrasil Leaf**.

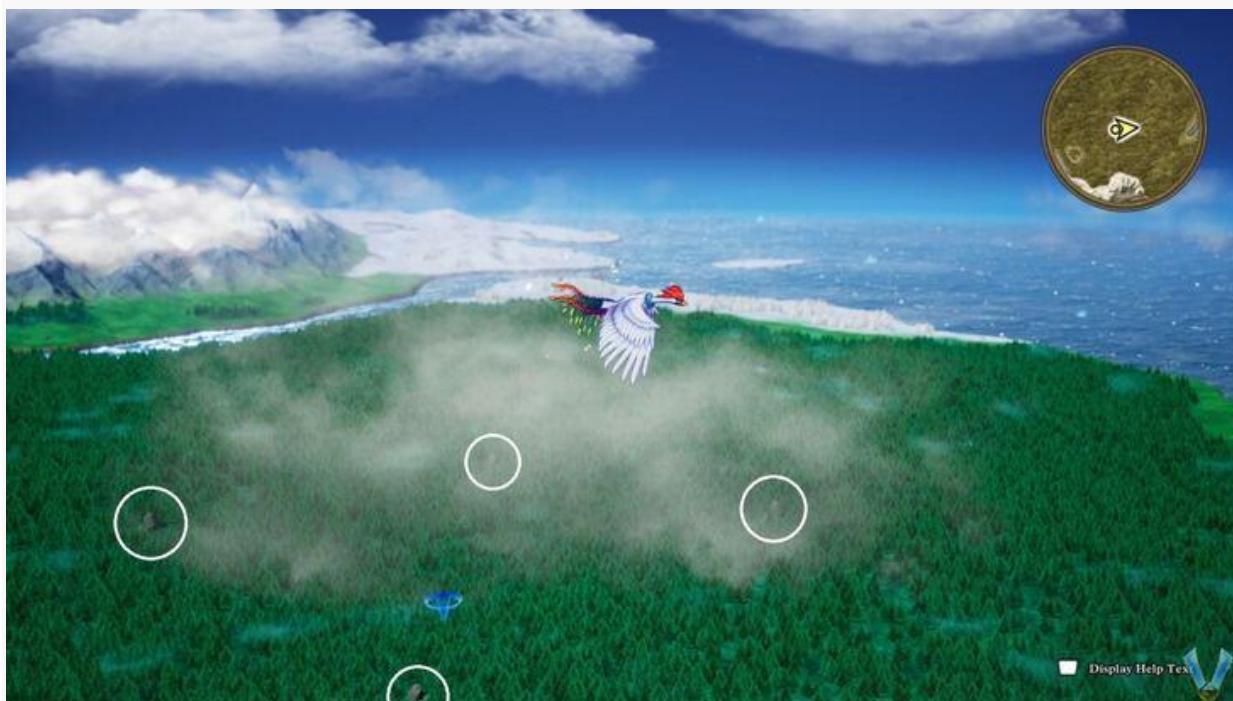


Great Forest Region

Fly around and land to grab all the sparkles you find. On the southwestern side you can find a **secret spot**. There are 2 chests in the center that have **Aerofoil Earrings** and **Tempest Shield**. You can also find a **Mini Medal**  here. From the center check the ground to the right, near the bottom right where the rock and little plant are.



Near the center you can find 4 rocks that form a square. In the center is a tree that looks different. Interact with it to get a **Yggdrasil Leaf**.



Northeast from these rocks there's another rock. This one has a sparkle nearby and it's actually a **secret spot**. In this one talk to the NPC here and you'll automatically use Ra's Mirror to see that he's the **friendly monster Hoodwink**. There's also a **Seed of Defense** in the pot on the right.



Mur Region

Northwest of the town. There's a sparkle here with **Antidotal Herb**, **Seed of Life**.



Follow the western river southwest to find a **secret spot**. In this one you can find 3 chests waiting for you containing **5,200 coins**, **Staff of Resurrection**, and **Elfin Elixir**.



Go south towards the Alltrades Abbey and you'll be able to cross the little lake to reach the little piece of land that's surrounded by mountains (and the lake) to find a sparkle with **Seed of Strength**, **The Champion's Code** book.



Baharata Region

Northwest from the town, between the lakes, you can find a **secret spot**. There are some barrels you can check for **Leather Hat**, **Boxer Shorts**, **374 coins**, **Seed of Wisdom**. If you also check behind the large rock in the center, on the right side of it you can find a **Thinking Cap**.



Southeast of the secret spot is a sparkle with **Moonwort Bulbs x2**, **Antidotal Herbs x2**, **Seed of Stamina**.



Theddon Region

Northwest of the ruined town there's a sparkle on top of the hill that has **Moonwort Bulb**, **Medicinal Herbs x2**, **Seed of Strength**.



We didn't really explore the area to the north of Theddon (where the Wayfarer's Shrine is) so let's go over it real quick.

To the east of Wayfarer's Shrine, on the other side of the river there's a sparkle with **Dazzle-me-not x2, Seed of Stamina, Seeds of Defense x2**.



Follow this part of land northwest to find a **secret spot**. This one has the **friendly monster Joe**. It appears during the day only. Thanks to **CrabdaddyLonglegs** for this one.



Head further north to the hill we couldn't reach before and grab the sparkle to get **Moonwort Bulbs x3, Seeds of Agility x2**.



Lanson Region

On the southwestern corner of the island. It has **Antidotal Herb**, **Seeds of Defense x2**.



Fifer's Spire Region

Northwest from the tower you is one of those hills we couldn't reach before (southwest of the lake) that has **Seed of Stamina**, **Antidotal Herbs x2**, **Seed of Strength**.



Northeast of the sparkle is a lake. On the western side of it are some trees. This is another **secret spot**.



In this one it feels like the goddess is going to come talking to us... or one of the fairies in The Legend of Zelda haha. Anyway, move to the little piece of land that protrudes into the lake and you can find a hidden **Iron Axe**.

Go to the northwestern corner and check the rock over here to find a **Mini Medal** 🏅.



On the northeastern corner you can find the **friendly monster Hoodunnit**. Use the Thief's Padfoot ability because it runs away.



Go southeast from the tower and in the edge where the mountain range and the water connect you can find a **secret spot**. In this one you can find the **friendly monster Manny**. Thanks **CrabdaddyLonglegs**.



Grimland Region

On the eastern side you can find a **secret spot**. In this one check behind the rock on the left center side to find a chest with **Blizzard Blade**. This think is ridiculously strong so make sure to equip it (it's even stronger than the sword we found in the Maw of the Necrogond).



Persistence Region

There's a **secret spot** north-northwest of town. In here you can find the **friendly monster Galahad** (I got him during the night). You can also find a bag on the right side with **4,423 coins**. One last thing, there's a **Mini Medal** 🏅. From the center check the upper right dried tree, on the ground next to it.



West of town is a sparkle and a **secret spot**. The former has **Iron Lance**, **Leather Cape** while the latter has a barrel with a **Mini Medal** 🏅.



If you go to the desert area south of town you can find a sparkle that has **Aerofoil Earrings**, **Seed of Agility**.



Manoza Region

Northwest of town there's a patch of grass in between the mountains. This one has a sparkle that has a **Duplic Hat**. It's a weak hat (for this point in the game) but allows you to SOMETIMES cast a spell twice.



West of this there's a **secret spot**. Check the bottom side of the right path to find a **Mini Medal** 🏅.



If you go southeast from town (over the mountains and towards the shore) you can find a sparkle that has **Strong Medicine x3, Seed of Stamina, Seed of Defense**.



Shrine of the Everbird Region

The western one has **Fading Jennies x2, Seed of Wisdom**



The eastern one has **Seed of Defense, Seed of Luck**.



Necrogond Region

Southeast of Maw of the Necrogond you can find a sparkle with **Moonwort Bulbs x2, Seed of Stamina, Medicinal Herb x2**. There's also a **secret spot** next to the sparkle that has a chest near the center with **Thief's Turban**, and on the right path going north has another chest, this one with **Stealth Suit**.



And that's a wrap for this page! We went all over the place.

AUTHOR NOTE

Go to Monty at any Monster Arena if you haven't already. You should have at least 50 monsters at this point and in doing so you'll get the **Goddess Ring** from him. This recovers MP to the wearer as you walk around. Incredibly useful for your Sage / Mage / Priest.

For now heal up, save your game and it's time to go to [Baramos's Lair](#). It's the castle located north of the **Maw of the Necrogond**, just across the river.

AUTHOR NOTE

IMPORTANT! I don't know what exactly triggered this, but I think that by going inside Baramos's Lair and exiting you can trigger the final scene over at **Cityburg**. Enter the lair and fast travel back to Cityburg. You'll have a scene play out where the city is finally completely built.

Head on over to the northwestern building to trigger a scene where your Merchant will decide to give one of the people here the right to govern while they goes back to Aliahan so they can keep traveling with you. That's nice. You can also visit the shop. They sell some amazing things so go check it out and purchase anything you want / need.





See you in the next page!



Baramos's Lair

ENEMY LIST

- Boreal Serpent
- Liquid Slime
- Infanticore
- Armful
- Silhouette
- Leger-de-man
- Living Statue

AREA	MAP	AREA	MAP
Surroundings		Passage way	
Central Tower		South-East Tower	
Throne Room			

AUTHOR NOTE

Make sure it's nighttime before you enter.

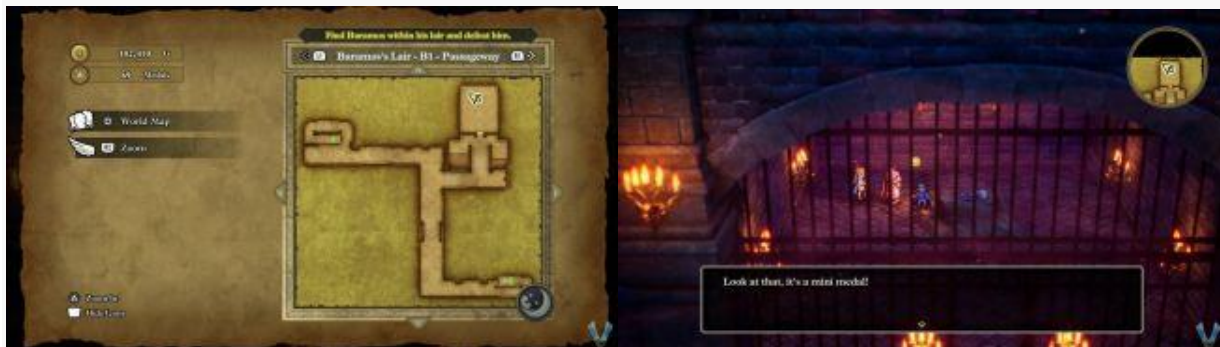
Welcome to Baramos's Lair. This is probably the most different dungeon in the game because it just feels like we're going to a huge castle. This place is also very similar to the Tower of Transcendence in which we'll be going in and out of areas a lot. For that, instead of separating this guide in "floors" or rooms, I'll be adding all the maps up above so you can check them out as needed. Also, please note I'm only adding maps of areas that HAVE something. There are some that don't have anything so I'll be leaving those out.

AUTHOR NOTE

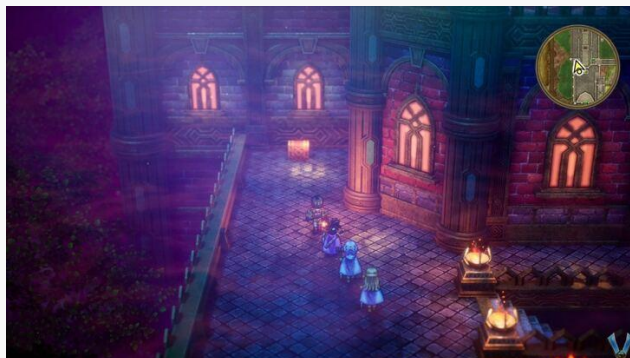
Just as a heads up, I decided to change my Marial Artist into a Sage... a second Sage. My poor character has gone through so many jobs (started as a Priest, changed into a Thief, then changed into a Martial Artist, then went into a Sage. It's actually not so bad to change into other jobs at this point. My new Sage ended up like 10 levels below everyone else but her stats are pretty much on par with the rest.

We start out in the "Surroundings" area. This area is all the outside and it actually has very little for us. For starters, ignore the stairs leading north and up into the main building. There's nothing in there for us. Instead go right and follow the brick road. As it starts going north you'll see a little building on the left with some stairs going down. Take these down.

Down here follow the path north and at the fork go right to reach a locked cell. You can "talk" to the skeleton if you want, but what you REALLY want is to check the left side of the bed to find **Mini Medal** 🏅.



The staircase to the far left leads to the building the previously skipped so go there and go up the stairs. In the next room head up the stairs and we'll be on the roof. Up here go northwest to spot a chest with **Prayer Ring**.



Go right past the stairs we just took and go down the 3 staircases on the right side.

At the bottom go up the stairs on the right. Go east and follow this path north until you reach another fork. The way forward is by going west towards the building. However, before we do so let's go north up the stairs to the grassy area. Up ahead you should be able to find the **friendly monster Admstrong**. It only appears at night.



Now go east and all the way to the northern end. Looks like a dead end but if you check the right side you can find a **Flowing Dress**. This one is incredibly good so make sure to equip it.



Return to the fork down the stairs, go left and the path going south leads to a dead end so instead go north through the door to enter the **East Tower**. Not much going on in here so simply go up the stairs and exit at the top.

There's nothing going on over here so follow the path west until you reach the western-most staircase leading down. This takes us to the **Central Tower**. Start by going down the stairs and opening the chest to the north for... it's a **MIMIC**. I hate these things!

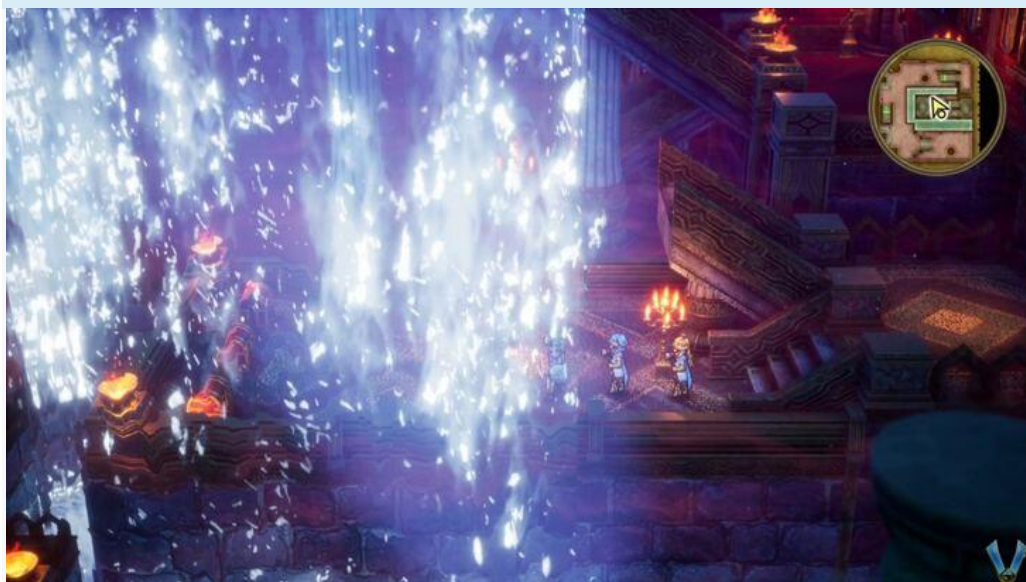


the south you'll see electricity on the ground. Use the spell "Safe Passage" to cross without taking damage and just past the second electricity line there are 2 paths we can follow. We can go south up the stairs, go we can follow the left path and go down the stairs. Go south UP the stairs first and through the door at the top of them.

Outside, go east and go down another staircase. We'll be in a small area with 3 chests behind a waterfall. Open them up for **Hapless Helm**, **Sage's Elixir**, **Headman's Axe**. The Hapless Helm is a fantastic helmet that's sadly cursed. Drops your luck to 0 and you don't want that. The Headman's Axe though, this thing is AMAZING. It has equal chances of missing the attack and getting a critical hit, but for the most part it'll do normal damage. I don't think luck (the stat) matters with for this though.

AUTHOR NOTE

This axe is ridiculously good for any Warrior that has learned the ability **Sword Dance**. The attack lets you hit 4 times, making both critical hits and misses more likely.



Return to the room with the electricity on the ground and now go southwest and down the stairs.

As soon as you go down the stairs you'll be in **B1 - Passageway**. Start by going south and UP the stairs to reach the previous floor. Over here you can find a chest with a **Dragon Mail**.



Return downstairs and down here go down the stairs and go left to find a chest under the stairs with a... **MIMIC**.



Now go east until you reach the stairs that lead to the next area.

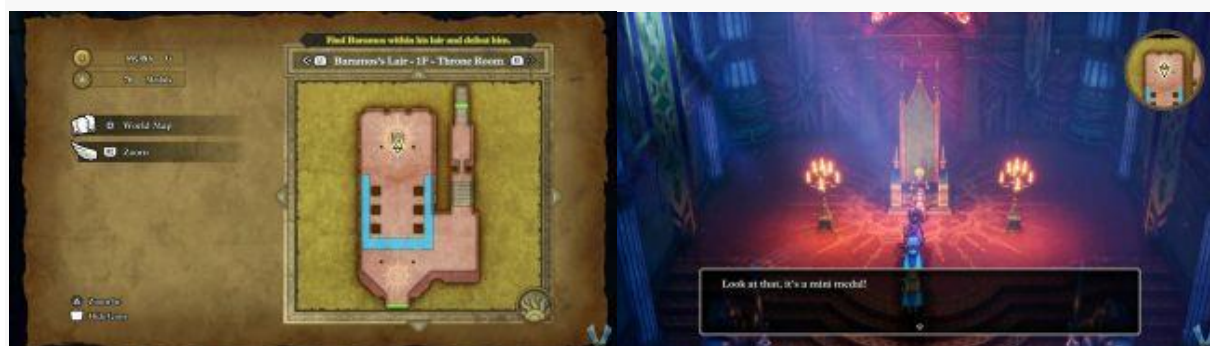
In here there's nothing by going south so instead go north-northeast and go up the stairs to the outside area once again. Out here simply go west to reach the staircase that leads back down into the castle, and the previous map as well.

Here go west and we'll be in an outside area. Before taking the northwestern door, make sure to go northeast and check in the corner to find a chest with a **Zombiesbane**.



Go through the door to reach the room with the electricity on the ground. Simply go north and down the stairs to reach the Passageway that leads north to where Baramos is. Follow this passageway north until you reach the **Throne Room**.

Don't worry, the skeleton on the throne isn't Baramos. Go around and check the throne to find a **Mini Medal** 🏅.



Exit the Throne Room and simply head right. There's no items out here I could find so head all the way right. You'll see a beam of light over here. It takes you back to the entrance. Odd since you can simply Zoom back to the beginning.

AUTHOR NOTE

Just north from here is Baramos. We are finally up against the Archfiend himself! Before we enter, let me mention something:

- My levels are as follow. I don't think leveling up is needed against this guy, but I went through this place like 3 times just to level up. You can also use the ability **Whistle** to have enemies come at you without the need to run around. It's also probably faster:
 - Warrior: 39
 - Hero: 40
 - Sage: 31 (the one I mentioned at the start of the page)
 - Sage: 39
- Baramos himself actually feels like a weaker version of Garboyle. It could be because I'm at a much higher level, but he still felt super easy. So much so that I thought there was going to be second phase to the fight.
- Put on equipment that lowers damage from both fire and explosion. If you really want, have your melee characters protect against dazzle. He can also inflict fuddle (confusion) so protect against that if you want.

BOSS FIGHT: BARAMOS



Baramos is the final fight! Let's do this!

Oddly enough, like I mentioned above, he feels like a much weaker version of Garboyle, the guy we fought back in Mt. Necrogond. By this I mean it uses the same fire and explosion attacks, can move 1-3 times per turn, and even has Spooky Aura that lowers a character's magic resistance.

Anyway, this fight is going to go pretty similar to that against Garboyle. You want your supports (again, I have 2 Sages) casting Magic Barrier so you have it up at all times. Accelerate doesn't seem important since it looks like Baramos is really slow. You don't really need to cast Kabuff either since his normal attack does very little damage. I tried casting Sap and it has a very lower hit rate so I wouldn't really bother casting it.

The one thing you want to do is cast Oomph on your melee characters. If you happen to have a Warrior with Sword Dance ability, if you equip the axe we got in this dungeon then you can easily do like 600 dmg. to the boss if your attacks hit critical. It did for me twice and I was happy. If you've had a Sage since the start (well, since we were able to get it) then you most likely also have Multiheal. This FINALLY allows your Sage to heal your entire party. It heals only 75 for a whopping 18 MP, but it's still great to keep your party healthy.

That being said, healing in this fight is probably the easiest ever. If you did indeed bring protection against fire (Asbestos Earrings, the armor, an Ice Shield) then you'll be taking very little damage during this fight. Focus more on the offensive and you'll be golden.

Of course, the one thing you can't really do anything about except pray and hope it doesn't hit is Blastro. This removes a party member from the fight and it'll make it so much harder. If it happens to you, feel free to just reload haha.

- **Attack:** deals around 30 dmg. to one character.
- **Kaboom:** deals explosive damage to the entire party, around 100-130 dmg.
- **Inferno:** deals around 60-90 dmg. to all characters.
- **Kafrizz:** deals around 60 dmg. to one character.
- **Fuddle:** inflicts confusion to one character.
- **Dazzle:** inflicts blind to all characters.
- **Spooky Aura:** lowers magic resistance on one character.
- **Blastro:** shoots one party member out of the fight indefinitely.

After the fight we'll be back in Aliahan where we'll have scenes play out. When you regain control head into the castle and go talk to the King to give him the good news. As you reach the Throne Room several scenes will take place. I'm not spoiling anything here but the story continues.



Eventually we regain control in our house during the night. Simply head downstairs to continue the scenes with your mom (the scenes will continue in the morning as well). I REALLY liked this scene. Characters in JRPGs don't tend to hug, especially in older games like this, so seeing that made me really happy. Yeah... I'm a hugger haha.

And with that, I'll leave the page right here and in the [next one](#) we'll be continuing! See you there!

Castle of the Dragon Queen

Welcome back! Yeah, I definitely knew the game wasn't ending just yet. Playing through it again, you know what it reminded me of? The first time I played through Dragon Quest VIII on the PS2 when I got back from high school and went to that one island to find and defeat Dhoulmagus. Yeah, I thought that was the end of the game so I was shocked when I saw it continue haha.

Anyway, we regain control here in Aliahan. Feel free to save your game and go turn in the Mini Medals if you haven't. I personally haven't done so in a while.

Anyway, leave town and fast travel to the **Shrine of the Dwarf**. From here ride Ramia west and remember that mountain with the clouds we couldn't access before? We can do so now!



As we reach this place head north and before you go inside make sure to go left to find the **friendly monster Bobo**. It appears during the night.



AUTHOR NOTE

Thanks to **tuindex** and **CrabdaddyLonglegs** for these!

During daytime, you can find the **friendly monster Spellie** to the right of the entrance. It runs away if it sees you so go invisible to get it.



During dusk, you can find the **friendly monster Meddie** west of the entrance.



Go inside the castle now and open your map. You'll notice a bunch of locked doors. I found nothing in this place so simply go around talking to people if you want. What you want to do here is to go to the northern most point of the map to find a hidden **Mini Medal** 🪙 in the ground.



When ready go into the central room where the quest marker is to trigger a scene where we meet the **Dragon Queen**.

Enjoy the scenes with her and we'll end up getting the **Sphere of Light**.



She'll also tell us to go to the **Pit of Giaga** so we can go to the Underworld. This is the island that's east from where Baramos's Lair is. Of course we'll do that in the next page.

When we regain control here though, check the upper right pillar (northeast from the egg) to find a hidden **Care Ring**.



Well, with that I'll be calling it a page right here. See you guys in the next page as we're going down into the [Underworld](#).

Going to the Underworld

To head to the Underworld, we need to go to the **Pit of Giaga**. This is the small island east of Baramos's Lair. Fast travel there and ride your bird to it.



As we enter this place you'll see it's completely filled with this black fog. Approach it and say **YES** when prompted to use the Sphere of Light we got from the Dragon Queen. This will help us pierce through the darkness and jump down the hole. Man this is so hype, even if it's little sprite characters. Moments like these make me love my RPGs haha.

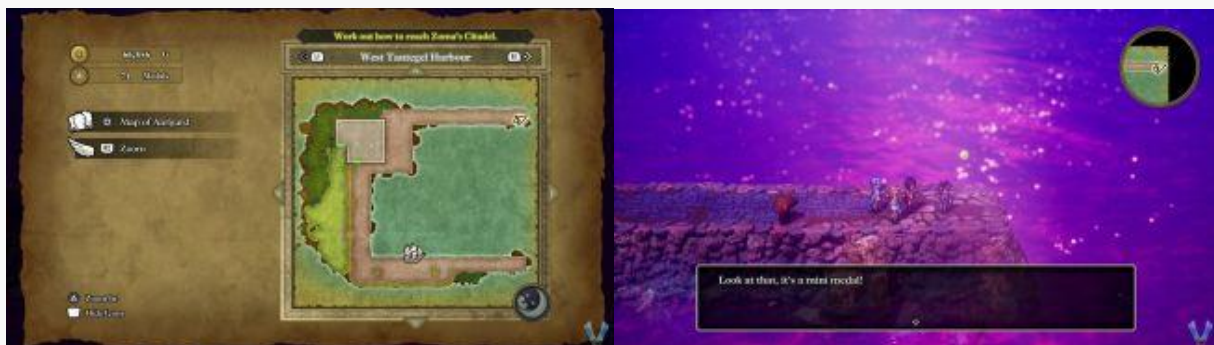
Anyway, when we enter the Underworld we'll end up in the **West Tantegel Harbour** area. Enjoy the scenes that play out here and we'll end up getting the map of this place (the Underworld is called Alefgard) and even their ship. Who just gives up their ship for some strangers?





When we regain control, check the drawers to the north to find **Chain Mail** inside. Now go south through the kitchen and go south out here sticking to the wall and you can find **Moonwort Bulb** at the little patch of dirt next to the pillar.

Go through the other exit of the house now and we'll be in the docks. Before we go south, make sure to go east first and at the very end we can find a hidden **Mini Medal** 🏅.



Head south now and get on your boat.

On the world map, go east and get off your boat. That was... a short trip! Anyway, once on land simply go east and enter our next destination, [Tantegel](#). See you guys there!

Tantegel

Welcome to the town of Tantegel. This is our first major spot in Alefgard so let's get it started.

Near the entrances (both western and northern) we have the equipment shop. This place has some good items on sale like Mythril Helms, Silver Shields, Dragon Mail, etc.

Do check the western side of it because you can find a chest behind the tree with **Slime Earrings**.



If you check the little patch of flowers on the right side of the shop you can find a **Seed of Magic** on the ground. Good find!



Go south and into the inn. Check the left side to find a barrel that has **Antidotal Herb**. The left room to the south has **Strong Medicine** in a pot and a **Seed of Luck** in the bag on the wall.



Head back outside and check behind the inn to find a barrel with **38 coins**. If you go right across the bridge you'll find the item shop. They don't really sell anything new.

To the right of the equipment shop now we have the church. I'm surprised there are churches down here haha. Anyway, inside go ahead and save your game if you wish then check the pot under the stairs to find **Holy Water**. Go upstairs now to find a cell. Look who's inside! Go in there and talk to our buddy. Who tf did he get here? (pardon my french, that was my literal reaction!). He tells us about the castle having this super good item called **Sunstone**. Once you're done talking to him check the pot next to him for **Boxer Shorts** then leave the church.

Go right and enter the next house you come across. There's nothing down here on the first floor so go upstairs and enter the room on the right. Check both bookcases to find **Loving Living: A Grinner's Guide** and **Tears before Bedtime**.



Head back outside and check the right side of the building to find a pot with **Magic Water**. Talk to the NPC to the north here if you wish. He speaks of a ruin up north in the desert.

Further right is a fork in the path. We're supposed to go north towards the castle but let's go south first. As you go you'll reach a house. Before going inside check the barrel to the left of the entrance to find an **Iron Lance**. To the south is an old man that, when talked to, tells you where our main antagonist is. Check the bag on the tree next to the old man to find **1,223 coins**.

Go inside the building now, go up to the second floor and open up the wardrobe to find a **Seed of Life**.



Head back north to the fork and we're now going north. Before you cross the bridge check the left side to find a **Mini Medal** 🏅.



Head north now and right before you enter the castle check the right side to find a **Ring of Clarity** on the floor.



Go ahead and enter the castle now.

As soon as we enter the castle a scene will play out where the guards immediately take us to the King. Here we have some actually very interesting scenes. Once they are over we'll be able to explore the castle.

Head south and back downstairs (there's nothing in the throne room). Down here, from the fountain go right to the southeastern room and talk to the old man behind the counter for a heal. Also check the pot behind him to find a **Diamond**.

Return to the fountain, go left and you'll see a red door to the left. It leads to a room that has had the chests opened up. Odd. Exit the room and go north now. The next room has some stairs going up. Take them and we'll be in an area with 4 rooms.

Start by checking the northwestern room and inside check the wardrobe to the right of the table to find a **Silk Robe**. Enter the southeastern room now and check the pot in here to find **Special Medicine**. That's it for this place so head back downstairs.


Down here go right a bit and take the northern exit. It leads to the backside of the castle. Out here talk to the NPC if you so wish but go west to find the **friendly monster Sheila**. It runs away so use a thief's Padfoot ability.



Go right now and you'll spot another entrance to the castle. We're taking this one in a bit but for now head further east and go to the end of the path to find a little gazebo with a staircase going down. Take these stairs down and move to the room in the center. Check the pot on the right to find **Full Moon Ring**.

Head back up now, head back north and take the entrance on the upper right side of the castle to go back inside. As we enter go south and enter the room to the south. Use the Safe Passage spell to cross the electricity on the ground to find a pair of chests. These have **Yggdrasil Leaf** and **Elfin Elixir**.



Enter the kitchen on the left side now and check the barrel in the upper left for a **Mini Medal** .



Go south and up the stairs now. Up here check the upper right barrels to find **Coagulant** and **Seed of Agility**.



Afterwards open the chest on the left to find the **Sunstone**. This is an item you can use in battle to wake up all party members that have been hit with Snooze.



And with that we're done with town. Feel free to leave now.
For now we're going to go to [Galen's House](#). Click on the link and I'll show you how to get there.

Galen's House

To reach this spot, go west from Tantegel back to your ship. Once on the water go west out of the sea and into the ocean and once you do this head north. We are wanting to go to the northwestern corner of the continent.

Anyway, up here you'll find **Galen's House**. Yeah, a little house out in the middle of nowhere.



Once here, before going in go to the eastern side of the house to find a pot under the tree with **Dazzle-me-not**. Useful. Go inside the house now and speak to the people in here. They talk about their son Galen and the Lyre of Ire. We'll be getting that in a bit.

For now check the drawers in the upper left corner for **Doh-hican** and **Mini Medal** 🏅.



Go left out of the house now and out here you can immediately find the **friendly monster Spinner**. He runs away so make sure to use a Musk so you can approach him.



Check the barrel to the right of the monster for a **Divine Dagger**, then go left down the stairs.

Down here open the chest in the corner for **Spiked Steel Whip** and the sparkle in the right side for **Lyre of Ire**. Yeah, this is where it was. I wonder why the NPCs upstairs told us to go look for Galen. Oh well.



That's it for this place so go ahead and leave.




Back out on the world map, get on your boat and go to the island to the right. Check the sparkle here for **Antidotal Herbs x2**, **Seed of Life**.

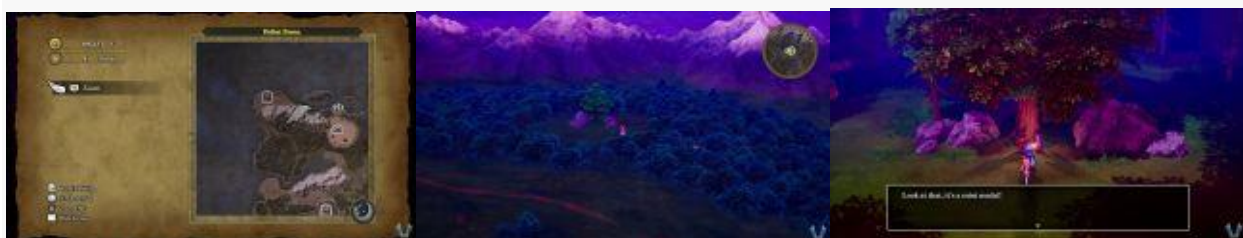


The monsters around here start giving some pretty good EXP. Still nothing compared to metal monsters, but at least these you can kill without issue haha. Anyway, go to the next island to the right to find a **secret spot**. In this one you can find the **friendly monster Torgon**. You can also find a pot to the north with **Seed of Defense**.



From this small island go south and land on the continent. Here if you go south you'll reach a little desert. In the center you can find some rocks and a dungeon. This place is called [Talontear Tunnel](#). You can do it right now but we're coming back later. The whole place prevents you from using magic (like the Pyramid) so it can be a bit challenging, especially if you have 2 Sages like myself. Still, go inside so you can mark it on your map and we can fast travel back later.

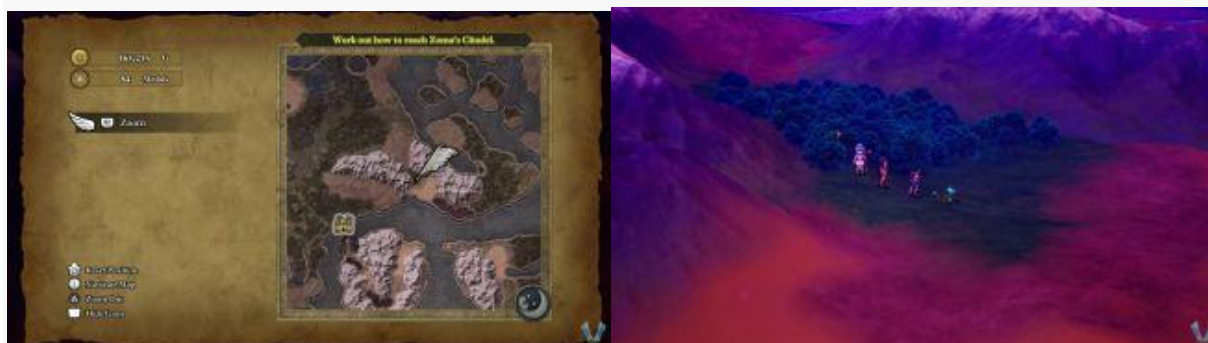
From here go west through the forest while sticking to the mountainside to the north. You'll come across a **secret spot** here that has a chest with a **Wizard's Robe**. More importantly there's a **Mini Medal**  hidden in the ground in front of the large central tree. Thanks to **CrabdaddyLonglegs** for this one!



we want to go to the far southeast barren area (between the 2 mountain ranges). Near the center you can find a **secret spot**. In this one you can find the **friendly monster Gootrude**. It runs away so use a Musk. There's also **2,211 coins** in a barrel on the left.



Go southeast from the secret spot and just past the little forest you can find a sparkle with **Antidotal Herbs x3, Medicinal Herb, Seed of Defense**.



Continue going east from here and grab the next sparkle you come across for **Necklace of Immunity, Bronze Shield**. Continue east and you'll reach a large forested area. Follow the mountainside to find a sparkle with **Seed of Agility, Seed of Strength**.



Go north a little bit and you'll see a secret spot on a little lip of land that we can only get to by ship. **REMEMBER** this one as we'll be coming to it in a little bit (has some good items).

Anyway, go east from the last sparkle to find another one. This one has **Hermes' Hat, Swallowtail, Special Medicine x2**. If you go northwest towards the barren area you can find a sparkle right on the edge of the forest that has **Seed of Stamina, Unsealant x3**.



That's it for this little bit. There are some other things we're going to do before we continue with the story. Fast travel back to Galen's House, get in your ship and go east. Remember that secret spot I told you about to remember? Head on over there (basically follow the side of the land until you reach it).

Before you get to it, make sure to grab the sparkle in the water to get **Fizzle-retardant suit, Sage's Staff**. The staff is crazy good! Besides being a great weapon for your Sage (I'm unsure if your Priest/Mage can use it) but that's not all, if used in battle it allows you to heal one party member like a Midheal. Yeah, around 75-80 HP. Not bad! Remember the Talontear Tunnel where we can't use spells? Yeah, this staff comes in clutch in there!



Anyway, continue southeast and enter the **secret spot**. In this one you can find **Angel's Robe** in a barrel, **53 coins** in a bag, **Seed of Luck** and **Goddess Ring** in the pots. YES! Another Goddess Ring! Remember that this replenishes MP as you walk around. Perfect for another magic user you may have. It's our second one so far so I personally finally got one for each of my Sages.



Now, before we finish this exploration bit, open your map and do you notice the 6 islands to the north? We're checking them out real quick.

The first island has a little forest and a sparkle in the center of it with **Moonwort Bulbs x2, Dazzle-me-not**. The next island to the east has a **secret spot**. This one has a pair of chests in the center with **Lightning Staff** and **Tough Guy Tattoo** while you can check the ground near the upper left corner to find a **Mini Medal** 🏅.



The sparkle to the northeast has **Chimaera Wing, Musk x2, Magic Water x2**. Go 2 islands southeast to find a couple of sparkles. These have **Zombiesbane, Magic Armor** and **Antidotal Herb, Medicinal Herbs x3, Tangleweb**. To the southeast, there's a lone sparkle in the center of the island that has **Seed of Luck, Seed of Wisdom**.



Head to the large northern island now and on the western side you can find a sparkle with **Medicinal Herbs x3, Special Medicine, Dieamend**. To the northeast there's a tower. This place is called the [Tower of Rubiss](#) and we're not doing this place just it, and that's mostly because we require an item in order to do it. Well, we CAN technically do this place, but we'll be coming here as part of the story in a bit so I'm leaving it be for the time being. Of course, go inside to mark it on your map so we can fast travel back to it later.

And with that we're finally ready to continue with the story. Fast travel back to Tantegel and this time we're going south. As you go south you'll reach a barren area. Check the north mountain range to find a cave. This is our next destination, [Craggy Cave](#).



See you guys in the next page!

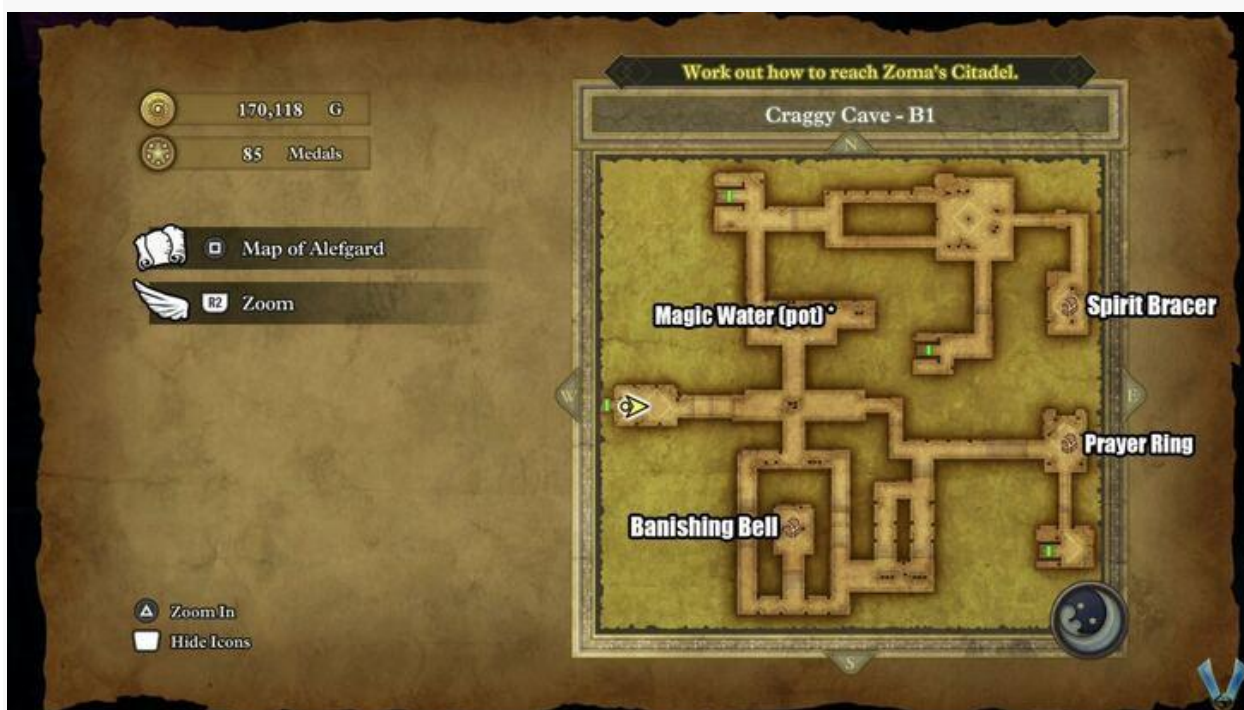
Craggy Cave



ENEMY LIST

Wyrtoise
Ursa Mega
Muddy Hand
Silhouette
Armful
Goodybag

B1



This place looks really big, but there's not much going on in here. From where we start, open your map and you'll notice we have 3 exits to this place. We'll want to start by going to the southeastern one.

Go east from the entrance and at the fork you'll want to go south. You'll notice if you open your map that there's a little room to the south of you. Go to it to find a lone chest with **Banishing Bell**.

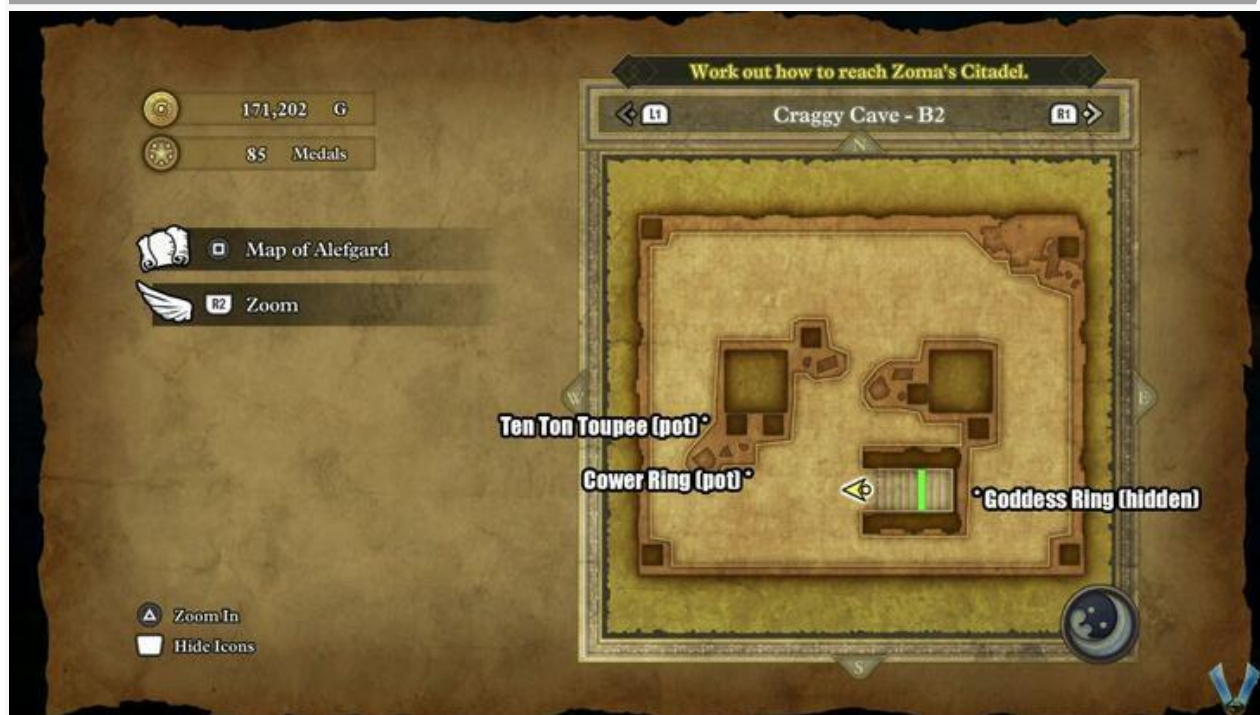


From here make your way east towards that southeastern exit I previously mentioned and in the room right before it you'll find a chest with **Prayer Ring**.



From here go south and down the stairs to floor B2.

B2

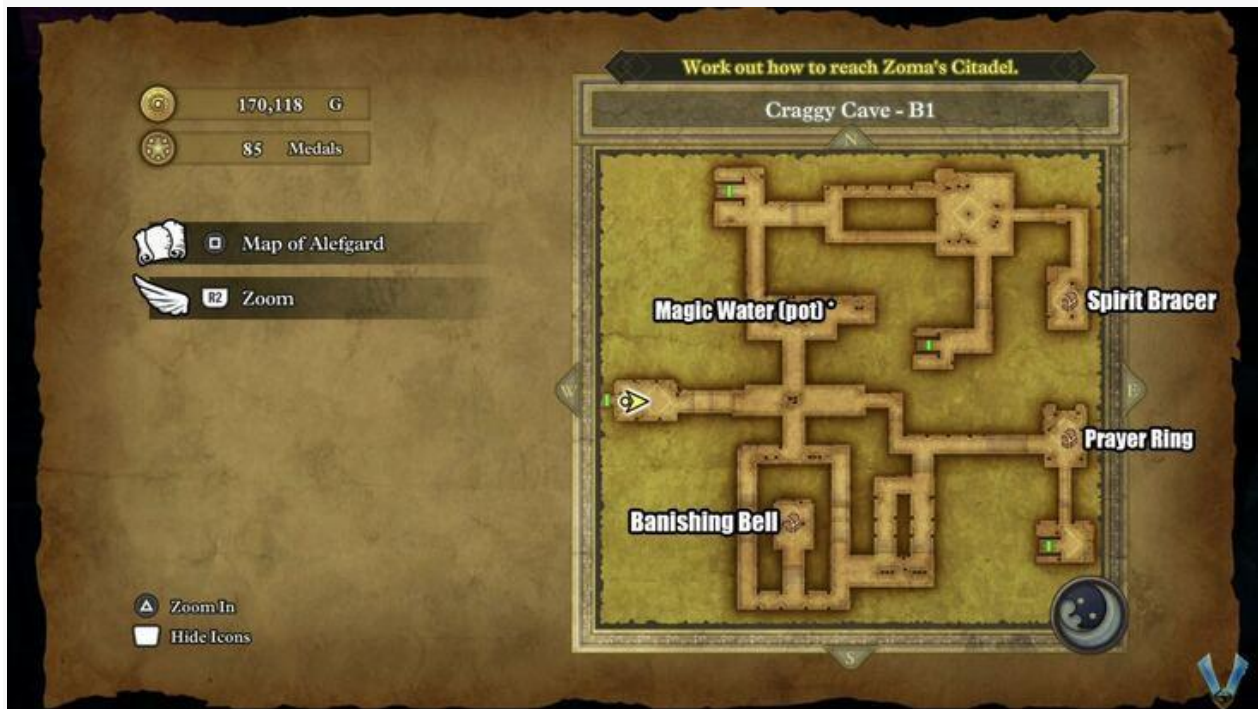


Not much going on down here. Check the 2 barrels to the left to find **Cower Ring** and **Ten Ton Toupee**. Now, if you check behind the staircase you can find a hidden **Goddess Ring**. This is my third one and I'm definitely giving it to the Hero. She LOVES using Kasap every single fight.



That's it for this floor. Return back upstairs.

B1



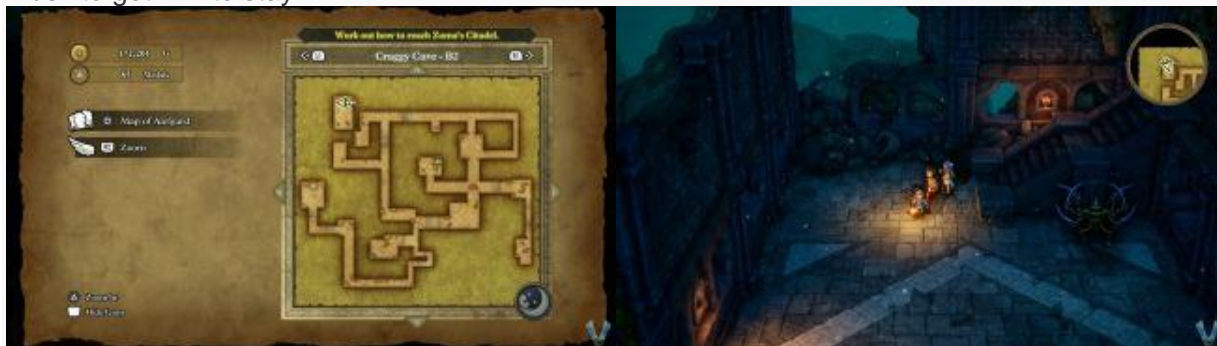
Back up here, return to the fork near the entrance and we're going north now. In this coming room with the candles in the center, check the right side to find **Magic Water**.

Continue north from here and take the upper left staircase down.

B2

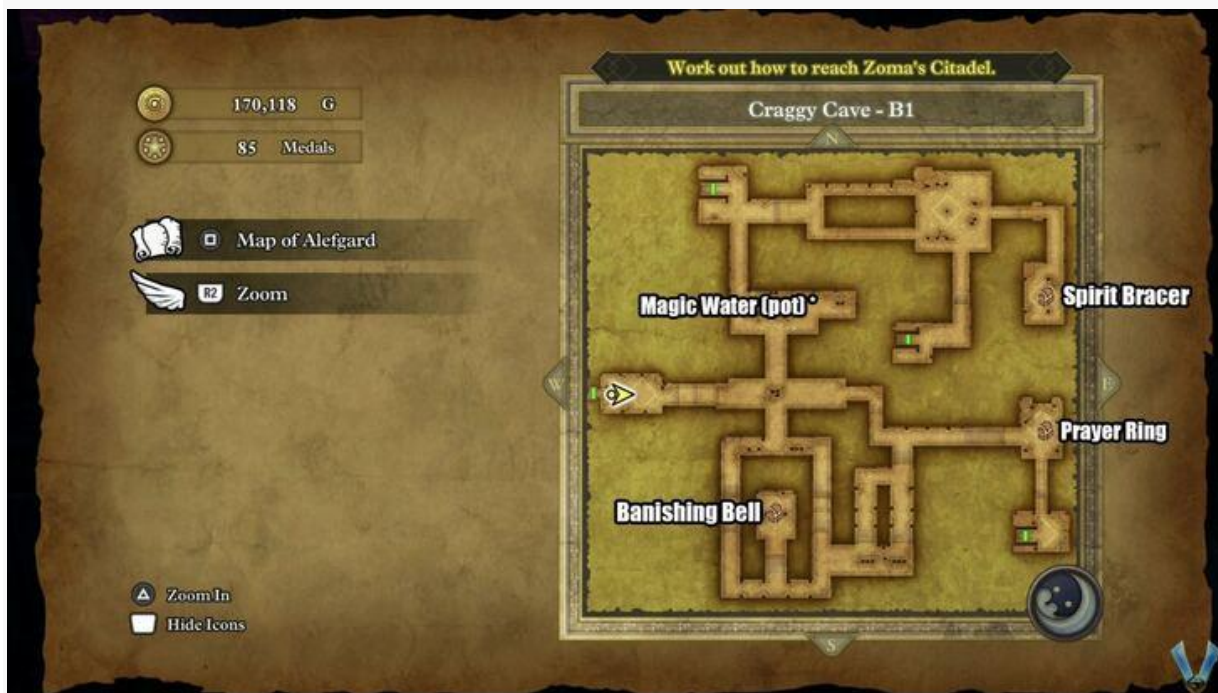


Down here there's only the **friendly monster Armadeus**. He runs away so make sure to use a Musk to get him to stay.



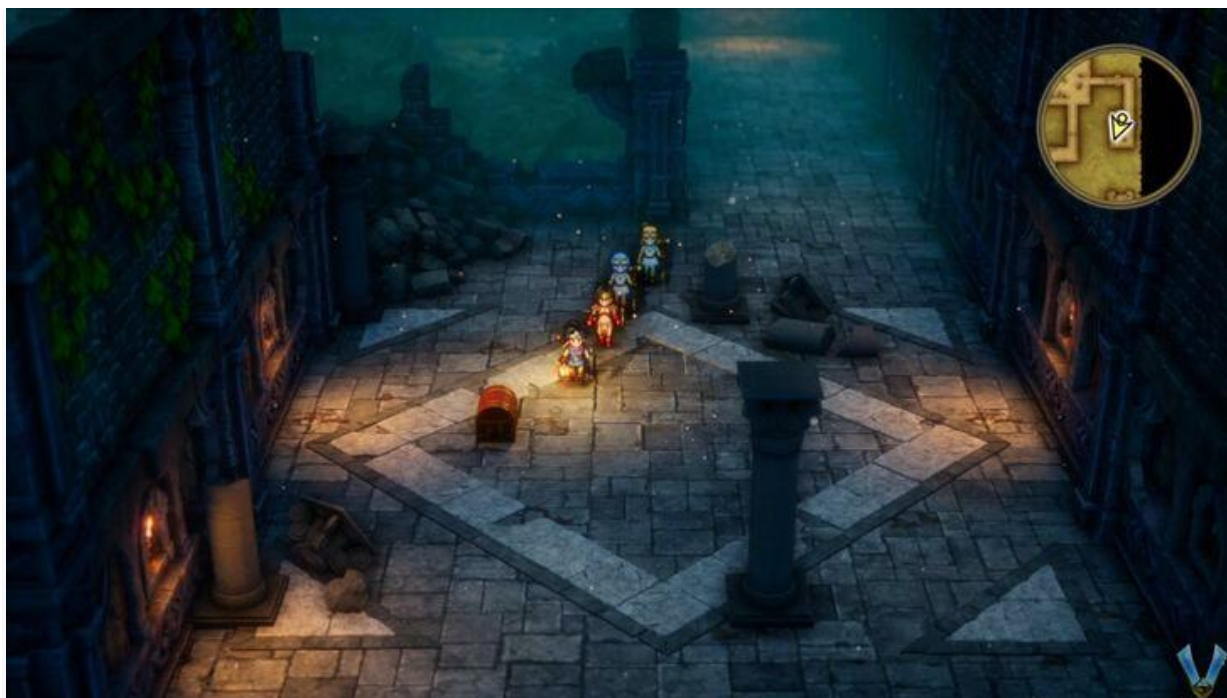
Return upstairs now.

B1



Once back up here go east until you reach the large open room. Before going south to the staircase, go east first to find a chest at the dead end with **Spirit Bracer**.





Return to the large room and now go south and down the stairs to floor B2.

B2



Down here go east to a fork. Go east from this fork first and at the very end of the path is a lone chest with **Mini Medal** 🏆 waiting for you.



Return to the fork and go north all the way to the wall. From here go west all the way into the little room at the end that has **Demon Spear**.



Return to the previous fork and go south now. Ignore the forking path to the west and continue south. Go around until you reach the very western end of the path. Here you'll be able to find the last 2 chests of the floor. They contain **Sword of Ruin** and **Hate Mail**. Both of these are great pieces of equipment... but sadly they are cursed. Don't equip them unless you don't mind the downsides.



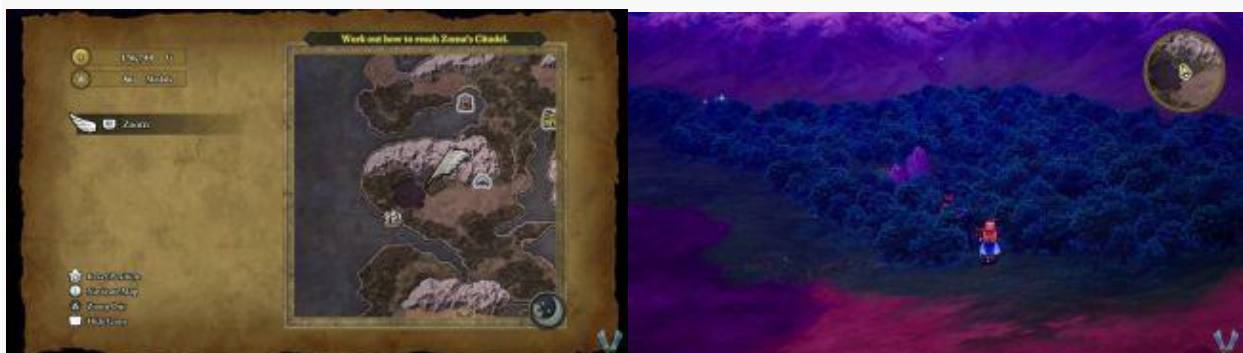


And that's pretty much it for this little dungeon. Feel free to Zoom out out here.



We are now going to the town of **Damdara**. This is the **X** located to the south of our location. Yes, we'll be walking down there. I highly recommend you use the **Holy Protection** spell alongside **Padfoot** to lower encounter rate.

From the dungeon go west following the mountain range and in the forest you can find a **secret spot**. In here check the path on the left going north to find 2 chests that have **Dragon Robe** and **Dragon Scale**. Equip that Dragon Robe ASAP.



Northwest from here is a sparkle for you to grab. Go south into the purple puddle to find a sparkle with **Seed of Magic**, **Seeds of Stamina x2**.



Now, if you Zoomed out of Craggy Cave then you'll spot your ship on the western coast. Go to it and sail southeast following the side of land and you'll come across a **Secret spot**. This one has the **friendly monster Shelley** waiting in the center, as well as a **Seed of Strength, Musk** and **2,654 coins** in the pots.



Go east a bit and get off your boat. You should see a sparkle nearby in the forest that has **Medicinal Herbs x2, Seed of Defense**.



From here go northeast to the little peninsula and you should be able to spot a **secret spot**. Talk to the sister here to get the **friendly monster Green Giant** on your team. Also check the path on the right going north for a pot with **Spirit Bracer**.





Go back southwest and cross the bridge to officially enter **Damdara Region**. Not that anything changes here in the guide.

After crossing, go west and to the large forested area over here. You should see a sparkle. Grab it and continue going south until you find a sparkle on the southern side of the forest that has **Strong Medicine x2, Antidotal Herbs x3, Seeds of Strength x2**.



For now, let's simply go directly east and enter our next town, **Damdara**. See you in the next page.

Damdara

We've got ourselves another desert town. We're starting on the southern side.

Start by running into the building in front of you and check the wardrobe inside to find **Magical Robes**. Exit the house and to the left we have a long building that has 2 "houses". Enter the bottom one first to find **Seed of Wisdom** in a pot and next to it, in the bookcase you can find the book **Look, No Pants!**.



The next house to the north has a barrel with **254 coins** so grab those. West of this house you can find an NPC dressed in green. Talk to her to see that she's the **friendly monster Mike**.



Go to the southeastern corner of the town and you'll find the stable. Notice how there's a sparkle in here? Go in through the northern side and check the sparkle to find the **EXTREMELY** important **Orichalcum**.

AUTHOR NOTE

The Orichalcum is an extremely important item because it allows us to forge the Hero's best weapon, at least as far as I know it is. We need the Orichalcum, the sword itself and to do a little "sidequest". This is your "step 1".



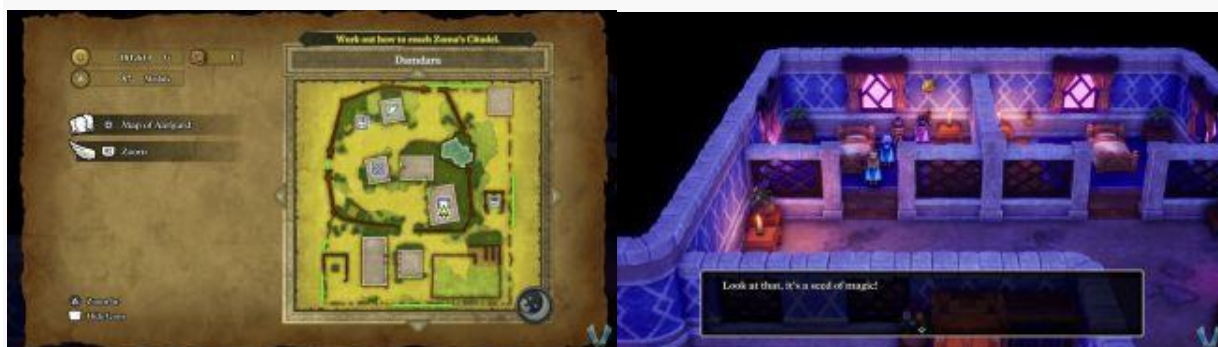
Now check the northeastern little hole where the horses sleep to find **Mini Medal** 🏅.



Go north and into the well now. Down here check the bottom left corner to find **Seed of Luck**.



Head on over to the Inn now. Go upstairs and check the bags on the wall on both top rooms for **Strong Medicine** and **Seed of Magic**. The bottom room has a wardrobe with **Rabbit Ears**.



IMPORTANT!!!

Talk to the pink haired woman in here. Her name is **Lena** and she tells us that she used to dance in Asham. How tf did she get here? Is there another way to get down here besides jumping down the pit?



Anyway, after talking to her, fast travel back to Asham, enter the large southwestern room where

the belly dancers are and talk to the manager (man in the room on the right). He'll thank you for telling them about Lena and gives you **Magic Bikini**.



Head back outside and north is an equipment shop that doesn't have an icon on the map. There are also 2 doors. The door near the inn lets you go in the back of the shop. Go upstairs and check the bag near the window for **1,620 coins**, then the wardrobe to find **Dummy**. Go back outside and now go check the actual equipment shop. Everything's getting so expensive. Upgrade your stuff...

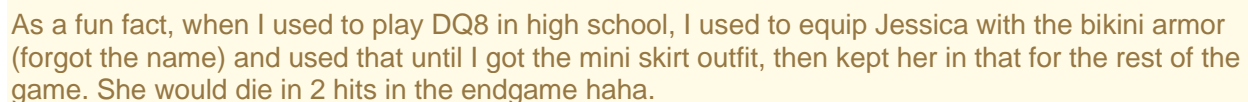
AUTHOR NOTE

The Power Shields here, when used in battle, function pretty much the same as the Sage's Staff we previously got. You can pretty much cast Midheal, even in areas that don't allow you to cast magic. Remember that dungeon near Tantegel? Yeah, we'll be using these.

Do note though that we'll be getting a second Sage's Staff and a Power Shield so you may not need to buy as many, especially with how expensive they are.

AUTHOR NOTE

The Scandalous Swimsuit is pretty much an outfit. Yeah, I don't know why you would want an outfit in this 2D sprite game, but feel free to get it. We **DO** find one later so you might want to wait on getting it. It also gives you no defense for obvious reasons.



To the north we have the "church" and the item shop. Check the barrel outside the shop to find a **Chimaera Wing**. The shop doesn't sell much that interested me, but they do sell the **Leap Before You Look** book for the Daredevil personality.

This screenshot shows the game's interface. On the left, there is a list of items: a gold coin, a silver coin, a blue feather, and a green feather. Below this list is a map of Zora's Domain, which is a large, rocky island with a central body of water. The map is labeled "Zora's Domain" and "Zora's Citadel". On the right, there is a circular icon representing the Zora's Citadel. The background is a dark, textured surface.

Go west and south from the secret spot and around the mountain range you can find a sparkle that nets you a **Mercury Bandana**. This gives you a good boost of speed.



Further southeast you can find a sparkle near the southern edge that has **Moonwort Bulbs x2, Seed of Agility.**



To the northeast, in the little forested area you can find **Seed of Luck, Seed of Defense.**



From here open your map and note that you can go northeast across the bridge over here, or southeast across another bridge. We're not taking the northeastern path just yet so instead go southeast and cross the bridge. We'll officially be in **Cantalin** region.

Once in the Cantalin region, go east and when you have to go north you'll spot a **secret spot** on the left. This one has a bag with **Fading Jenny** and 2 barrels with **Iron Claws**, **Black Bandana**.



Continue following the path and you'll reach a bridge going east. Ignore the path going east for now (it leads to the quest marker) and instead let's go north. You'll immediately see a sparkle that has **Dazzle-me-not**, **Seed of Stamina**, **Special Medicine**.



Continue following the path until you cross the bridge and you reach the large open area surrounding Cantalin. There's not much surrounding the town. If you go directly east from it you can find a sparkle that has **Antidotal Herb**, **Seed of Strength**.



And with that, simply go west and enter our next town, [Cantalin](#). See you in the next pain.

Cantalin

This is one of those larger towns so let's get to explore.

From where we start go west and check the pot in the corner for **67 coins**. Next to it you can also find a **Mini Medal** 🥇.



Go south and enter the inn. Check the wardrobe in the northern room to find a **Leather Kilt**. The southern room has... **Galen**. Yeah, the same guy that has his house in the northwestern corner of the continent. Talk to him and he'll mention the lyre is in his basement. Yeah buddy... it's in our pocket haha.

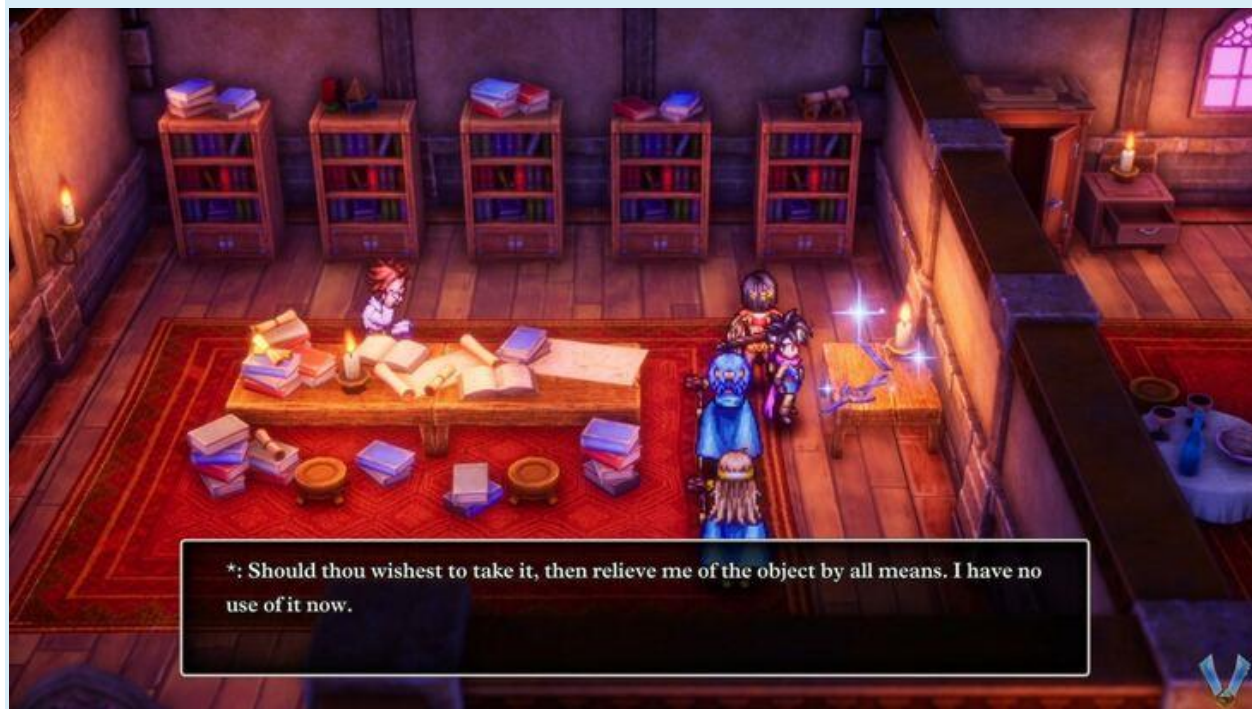
Leave the inn and go east really quick for the "church". Save your game if you need and enter the building behind her. There's **214 coins** in the bag in here. Return to the inn and go south sticking to the left wall. You'll go under a hallway and outside the building you can find the **friendly monster Lilith**. Make sure to go invisible to catch him.



Enter the building now, go up to the second floor and check the drawer in the first room to find **Training Togs**. The wardrobe next to it has **Party Dress**. The next room is the important one. Head in there and try picking up the sparkle to trigger a scene. This is the Hero's best sword in the game (again, at least I think it is) and he'll give it to us. Nice.

AUTHOR NOTE

Just like the Orichalcum, the **Broken Blade** is an extremely important item because it's our best sword. Of course we need the Orichalcum to make it whole again, now we just need to complete that sidequest to get someone to forge it for us.



Now go ahead and check all 5 bookcases to find:

- Fail Is a Four-Letter Word
- The Champion's Code
- The Eureka Moment
- Primm's Primer
- Being a Better Person

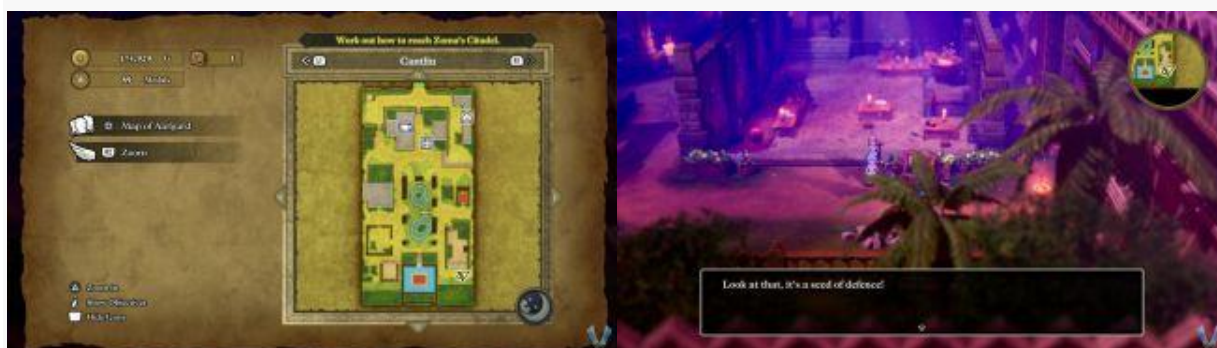


Exit and go south "into the building in construction". Check the center of it to find **Prayer Ring** (thanks to **dkelter** in the comments for this one), then check the southern part of it (outside) to find a barrel with **Unsealant**.

Go to the northeastern corner to find a **Monster Arena**. We haven't seen one in a while. Down here check the barrel on the western part to find **Musk**. Go north to the arena itself and check the northwestern side to find a pair of pots that have **384 coins**, **Seed of Stamina**.



Head back outside now, go south past the 2 little buildings and you'll reach a longer one. Here check the northern side of the large brazier on the right to find an **Oomph Powder**. To the south you can find a pot with **Seed of Defense**.



To the west we have a raised area with electricity on the ground. Use Safe Passage to cross and talk to the old man. He tells us that we need 3 objects in order to reach Zoma: the Sunstone, the Staff of Rain, and the Sacred Amulet. We've got one of them and we'll be getting the staff in a little bit.

And that's about it for this town. Let us continue with the story!

Return to the bridge and go east this time. There's nothing in the way but when you reach the purple puddle, before you enter the tower go to the far east to find a sparkle with **Dazzle-me-not x2**, **Moonwort Bulbs x2**, **Seed of Life**.



Return, use Safe Passage and enter the tower you see in the middle of it. This is the [Shrine of the Spirit](#).




See you in the next page.

Shrine of the Spirit

This place is small and short. As soon as we enter talk to the fairy here if you want. She mentions Ortega. Go upstairs now to trigger an actual scene where we meet the **Servant of Rubiss**. It'll shock you to learn who she is. It certainly shocked me!

She tells us about Zoma, and about Rubiss. She can help us defeat Zoma but she's been sealed in the Tower of Rubiss. Yeah, we've already been there (the tower on the islands to the north). This place is dangerous but she also tells us that we need the **Faerie Flute** in order to awaken Rubiss, which is the reason one of the reasons why we didn't go through the tower. She does tell us that we should go to **KoI**. Someone there might be able to help us. Hmm.

The Servant of Rubiss will also give us the **Staff of Rain**. This is one of those important items like the Sunstone that we can use in battle but they also have a meaning in the story. One of the key items to reach Zoma actually.

Now that we're done with this, check the upper right corner to find a **Silver Rosary** in between the plants then check the center of the room to find a **Mini Medal**  on the floor.

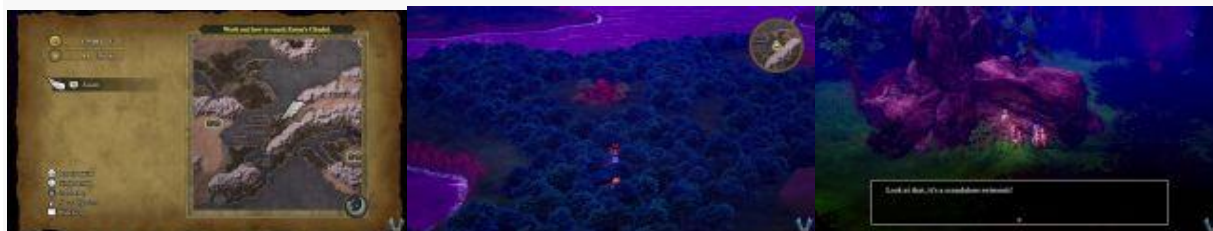


Head back downstairs to trigger another scene, with the fairy that was down here this time. Once it's over, let's move on to our next destination, **Rimuldar**. This is the **X** northeast from Cantalin. Yeah, it's a VERY long walk but once we reach that town we're gonna be almost done with this world's exploration.



For now, fast travel back to Damdara and now we're going to go east, crossing the bridge we previously skipped.


Right after you cross the bridge open your map and you'll see there are 3 thin paths going west. The first path (the bottom one) has nothing and as you go north to where the second path is you can find a **secret spot**. This one has a **Garter** in the barrel on the right side, **168 coins** in the pot on the left side, and then if you check in the center (on the rock) you can find a hidden **Scandalous Swimsuit**. Told you we were getting one for free.



Go west down the middle path and at the end is a sparkle with **Seed of Life, Seed of Magic, Seed of Luck**.



The top path has nothing so continue going east. You'll enter a desert area surrounded by mountains. When possible go north and west to find a sparkle at the end with **Mirror Shield**. That's it. Continue following the path southeast and right before we exit the desert we'll be able to spot a **secret spot** on the left (the rocks). In this one you can find a chest in the center with **Great Helm**.

This one is amazing so equip it right away. The one thing you want to get is the **Mini Medal**  hidden located in the upper right side, to the left and in between the 2 rocks. Thanks to **CrabdaddyLonglegs** for this one!



Go east now, grab the sparkle and halfway through this forest we'll be entering the **Rimuldar Region**. Yeah, we're close to the next town. Before the forest meets the barren area to the east there's a sparkle with **Unsealant x2, Antidotal Herb, Seed of Agility**.



From here we can go north following the northwestern path, or the northeastern path. We'll want to follow the northeastern path but before we do check the center of the barren area to find a **secret spot**. The only thing here is the **friendly monster Goldirox**. Good!



Start following the northeastern path now, grab the sparkle on the way and when you almost reach the end of the mountain range we'll find a sparkle on the left with **Seed of Luck, Medicinal Herbs x2, Dieamend**.

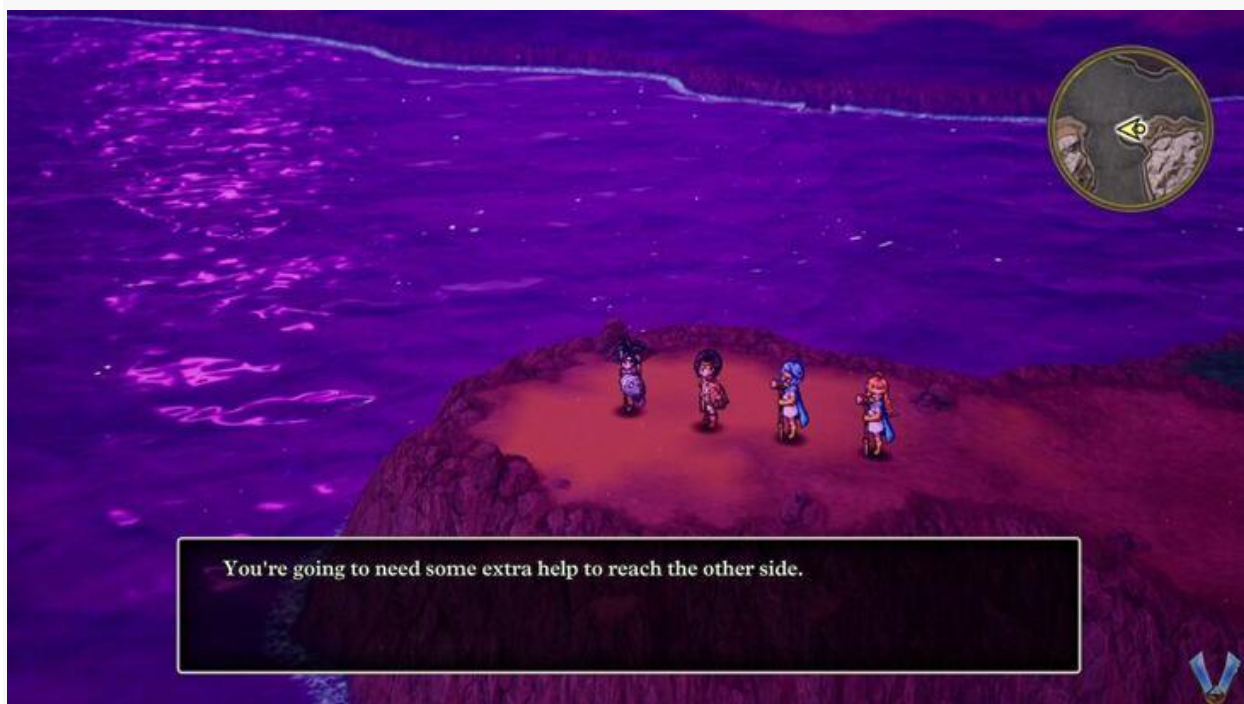




Continue going north (there's a sparkle in the barren area to the north if you want to get it). From here open your map and you'll see there are 2 paths going west. Follow the northern path and when you reach the lake you should be able to find a sparkle with **Special Medicine, Seed of Strength**.



After the lake note that there's a little path going northwest. Head on over here, grab the sparkle on the way and at the end of this path you'll find... nothing? This spot right here is actually where we'll be making a path to Zoma's castle! Yeah, once we get the third item we'll be able to go across.



Anyway, return to the lake and go directly south from the eastern side of it. You should be able to spot a sparkle that has **Seed of Stamina, Antidotal Herb x3, Seed of Agility**.



From here go north towards the lake up here and you should be able to spot a **secret spot**. In this one you can find **Leather Shield, Copper Sword, Thinking Cap** in the barrels in here. The last item is actually a **Mini Medal** 🏅. You can find this one on the left path going north, on the left side in between the 2 bushes.



There's not much more going on around here so simply go northeast around the lake and enter our next town, [Rimuldar](#). See you there.

Rimuldar

Welcome to the eastern town of Rimuldar.

I entered this area from the south for some reason, but I don't think it matters much. In the southeastern corner (on the outside path surrounding the town) you can find a pot with **311 coins**. Go north and west across the bridge to enter the town proper.

As soon as you enter go south and enter the bottom right entrance to the Inn. Inside you can find a chest that has a **Recovery Ring**. This isn't that big BUT we'll also find a diary. Go ahead and check it out. It's pretty dope.



Go around and inside the Inn's proper entrance and check the wardrobe in the only room here to find a **Restless Heart**. Back outside, the building on the left is the church. It's on the second floor so you'll need to go inside and up the stairs. There's nothing up inside the church BUT you can see there's a room on the left side with a cell in it. Hmm.

Exit the building and go around the southern side of the building and enter it from the western side. Go up the stairs, open the cell and talk to the man in here. He tells us that there's something on Zoma's throne. How would he know? People call him a liar too. Hmm, we'll have to see more of this once we reach that area.

Before we leave this room, make sure to check the seat in the corner for a **Mini Medal** 🏅.



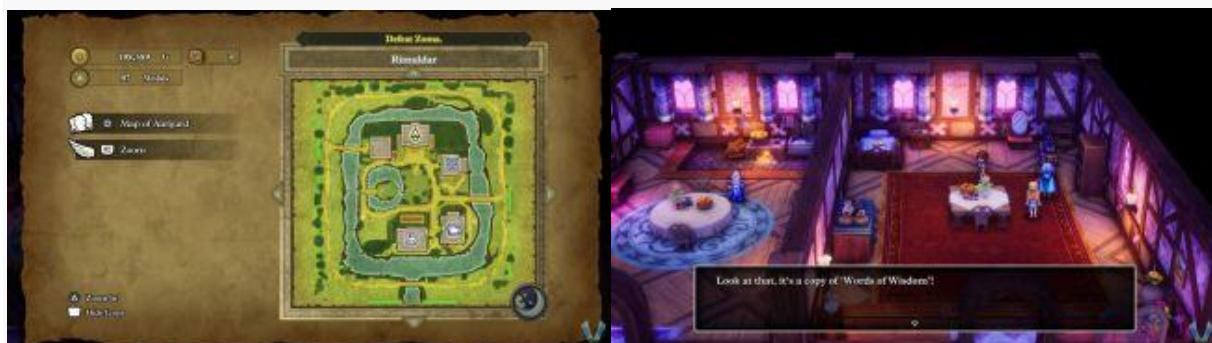
Head northeast to the equipment shop. There's a barrel outside of it (southern side) to find a **Oaken Club** and to the right is a pot with a **Moonwort Bulb**. North from the entrance is another barrel that has **Iron Axe**. There are no items inside the shop but there are some great pieces of equipment. I recommend you upgrade your stuff as much as possible (I had almost 200,000 coins here). We're not really getting much in terms of upgrades and we have a boss coming up in a couple of pages so you might as well.

AUTHOR NOTE

It goes without saying that don't buy anything for the Hero. We'll be getting their best sword in the next town and we get one of their best armors in the tower where the boss is (at least I think it's one of the best, if not the best). We get the Hero's best shield in the [Talontear Tunnel](#) which we go through AFTER the area with the boss fight so you might want to go through the dungeon beforehand (I didn't and did just fine).

For the rest of your party, feel free to fully upgrade.

The northern building has 2 separate rooms. Enter the right one first and check the drawer in the corner to find a very useful **Words of Wisdom**. Want to have a third Sage? Go for it haha!



Enter the left room and check the drawer in the upper left corner for **Hen's Tooth**. Check the pots on the right side for **Unsealant** and **Seed of Strength**.



Go to the little island to the southwest and check behind the old man to find a **Scholar's Cap**.



We now need to go to the northwestern house. For this we need to go to the outer path and go around the area until you reach the northwestern bridge. As you cross you'll spot the **friendly monster Buddy**. He runs away so make sure to use a Musk to get him.



Go inside the house now and in here check the pot in the bottom left corner for **Sage's Elixir** and check the drawers in the opposite corner for **Silver Rosary** and **Magic Shield**. Feel free to talk to the old man and show him your key.

Cross the bridge and follow this outer path south and in the southwestern corner you can find another pot with **Seed of Luck** inside.



And with that we're pretty much done with this town. Yeah, that's it.



We are now going to Kol. This is the town in the northeastern corner of the map. To get there fast you'll want to fast travel to the **Tower of Rubiss**, get on your ship and sail east to the continent over here. We're just exploring the northern side for right now.

As we land on the northwestern side, check the sparkle around here for some items. Go to the northeastern side of the round mountain range to find a sparkle with **Seed of Strength**, **Medicinal Herbs x2** and a **secret spot**. The latter has a pair of barrels in the center with **Training Togs** and **Thorn Whip**. There's another barrel on the left path going north with **Leather Shield** and on the far northern side is another one with **Dragon Claws**.

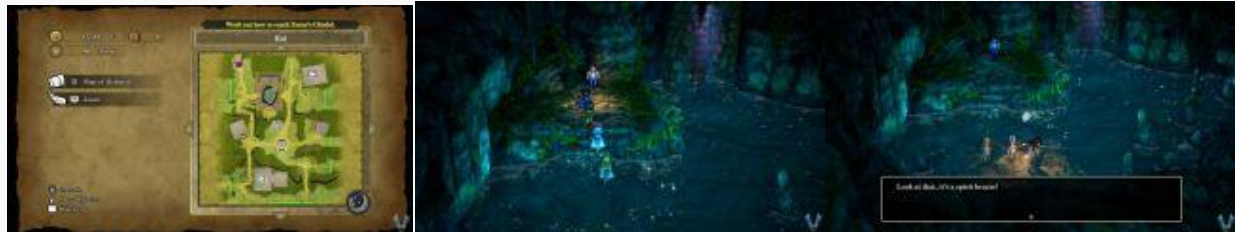


Go around now and head to [Kol](#). This is our last town down here. See you in the next page!

Kol

Kol is THE town where we get both the **Faerie Flute** and the guy to forge our sword!

Entering from the south or east starts us at the bottom right side of the town. Start by heading up to the town itself and right away go down the well in front of you. Down here you can find an NPC that when you talk to transforms into the **friendly monster Casper** and if you check the water just south of the stairs you can find a hidden **Spirit Bracer**.



Head out of the well and from the well go east to the equipment shop. This place sells Sage's Staves. We already have 2 so I don't think you'll need a third one. The Mirror Shield here is cool because it can SOMETIMES reflect spells back at the caster. Do be careful because although this is really cool it can also bounce off healing spells.

Go west from the well down the slope and enter the locked house down here. Inside check the drawers for a **Fading Jenny** and the wardrobe for **Plain Clothes**. Talk to the woman in here... she's from Jipang! She also mentions her hubby being a blacksmith. Just who we needed!

Go south and into the item shop now. This shop is huge! Anyway, as you enter check the center of the tree looking run in the center to find a **Care Riviere**.



Go right now, grab the **75 coins** from the barrel then go upstairs. Up here go left and check the bags on the northern wall (on each side of the wall) to find **Seed of Life** and **Seed of Magic**.

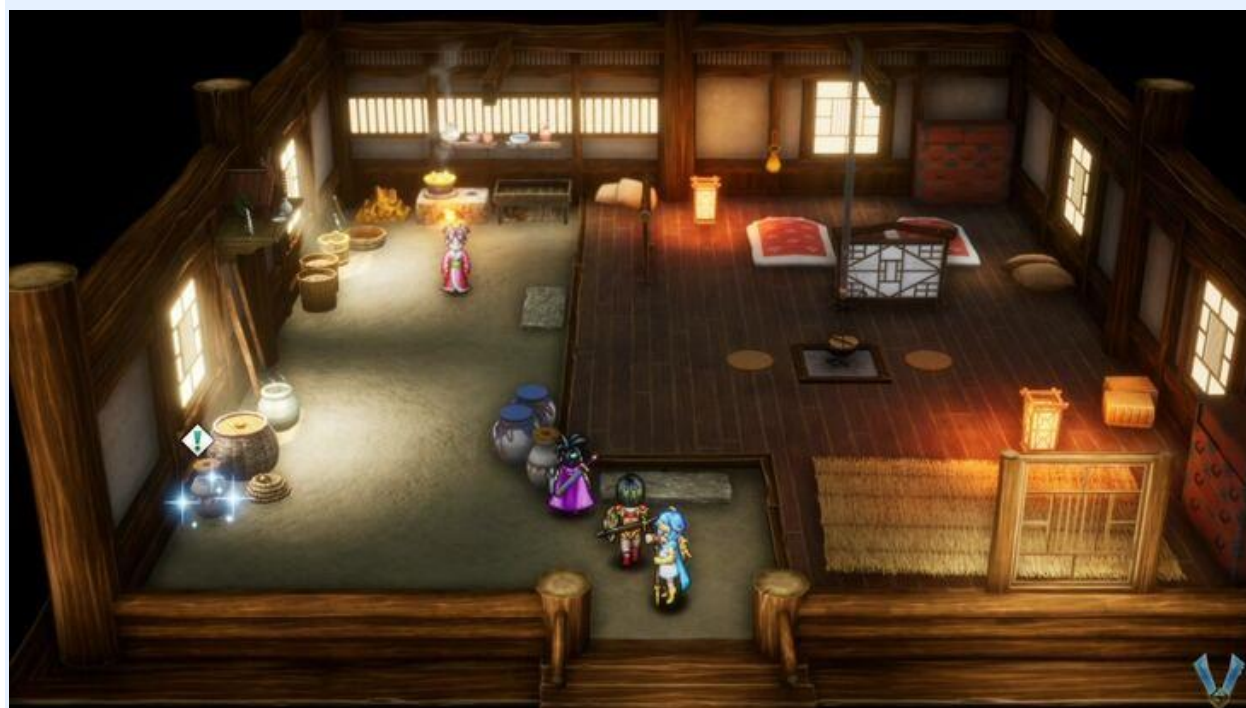


Talk to the shop keeper now to trigger a scene. He is indeed from Jipang. He also mentions not being a blacksmith anymore because he doesn't have his tools. Sounds about right.

IMPORTANT

This is where we get the Hero's best weapon. We already got the required items (check [Damdara](#) for the Orichalcum and [Cantalin](#) for the broken weapon).

What we want to do here is to fast travel back to Jipang (during the day) and talk to the man dressed in white west of the well. Afterwards go inside the house to the north and you'll see a sparkle on the left. Grab it to find **Forging Hammer**.



With the hammer in your pocket head back to Kol and give the man his hammer. If you have the Orichalcum and the broken sword then he'll somehow spot both of them and offer to repair the sword. This in turns will net you the **Sword of Kings**.



Go ahead and equip it (only the Hero can equip it). Do note that you can also use it in battle to cast Boom (I think it's Boom).

Head north from the house with the Jipang wife and you'll see an NPC with a purple puddle in front of it. Odd. Talk to her if you wish. She tells us about using the Sphere of Light we got from the Dragon Queen to weaken Zoma. Sounds like a plan!

Return to the well and go north now. To the right is the Inn. There's nothing in here for us but you can find someone that looks VERY familiar. Won't say who it is (doesn't really have a name). Exit the Inn and go north to a dead end that has a **Seed of Magic**.



Go west from the Inn now to find the hot springs (man I've always wanted to visit some hot springs). In here check the very entrance of the pool to find a hidden **Mini Medal** 🏅.



Go south from the pool now to find a sparkle. Grab it to find the **Faerie Flute**. Let's go!



And with that we're practically done here.

Now, before we go to the Tower of Rubiss, let's finish exploring this region, but we'll do so in the [next page](#). See you there!

Quagmire Cave

Once we've left Kol, go southwest to leave this forested area and to the east you'll see we have a desert. Go east staying close to the northern mountains to find a **secret spot**. This one has a barrel in the center with **Doh-hican**, a barrel on the right side with **3,677 coins** and a hidden **Headsman's Axe** in between the northeastern rocks.



Go east to the little forested area and you'll see a sparkle on the western side with **Strong Medicine x2, Seed of Life, Seed of Agility**.



Directly south from here, in the barren area you can find another sparkle, this one with **Seed of Defense, Seed of Luck**.



From here simply go west following the mountains, then south and east to find a cave. This is **Quagmire Cave** (hence the name of this page). There's a sparkle further right for you to get if you want, but enter the cave.





There's actually not much going on in here. Go west from the entrance then into the little room on the left. Talk to the NPCs if you wish and check the pot for a **Holy Water**.

Continue following the path south and at the fork go SOUTH first and check in between the miners to find a **Mini Medal**.



Return and go east now. Do you see that lone NPC? Talk to him to reveal that he's the **friendly monster Sabrina**.



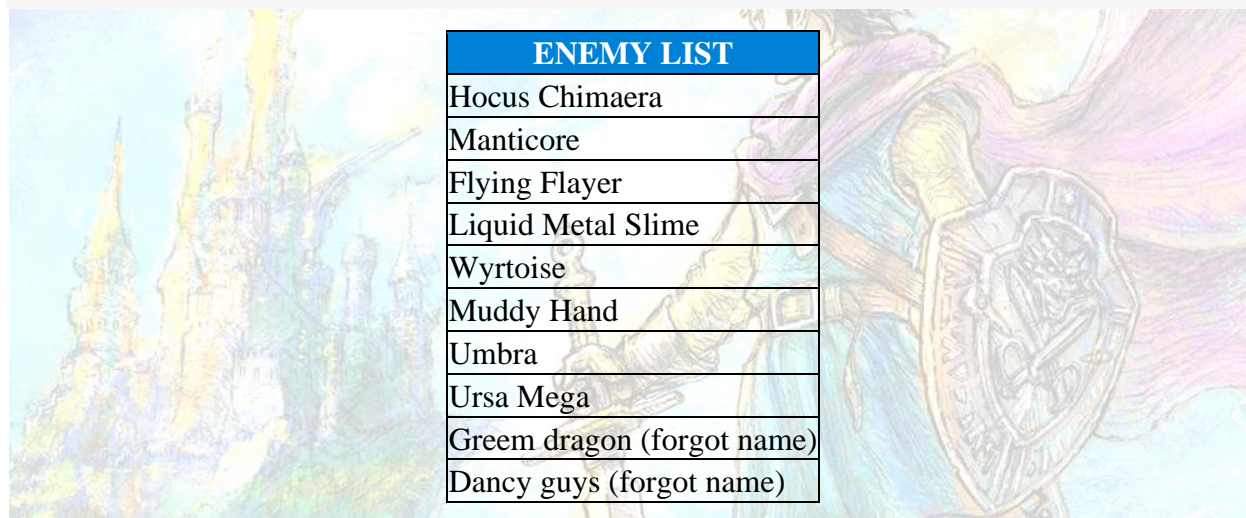
Go south from here to find some more NPCs. Yeah, these are Robbin' 'Ood's men. Talk to them then check the bags next to them to find a **Black Bandana**. Nothing important.

And that's about it for this cave... seriously, that's it.



And now that we're done with this place, now what? Well easy! We got the Faerie Flute so we can now go tackle the [Tower of Rubiss](#). Go ahead and fast travel back to Kol, heal up, save your game and I'll see you back there!

Tower of Rubiss



1F



Welcome to the Tower of Rubiss. I really hate this tower haha. Once that I've fully explored it it's not going to be as bad for you so let's get started. Start by heading north, use Safe Passage to cross the electricity on the floor and at the fork go north to the obvious chests. The left one is a **MIMIC** while the one on the right has **2,016 coins**.



That's all there is for treasure on this floor. From the fork here go WEST and you'll notice there's a path going south, and down the nearby stairs are 2 doors. Go down the stairs and through the southern door to find an NPC. Talk to him to find that he's the **friendly monster Triton**.



Head back inside and go south down the path to the southwestern corner where you can take the staircase up to the next floor.

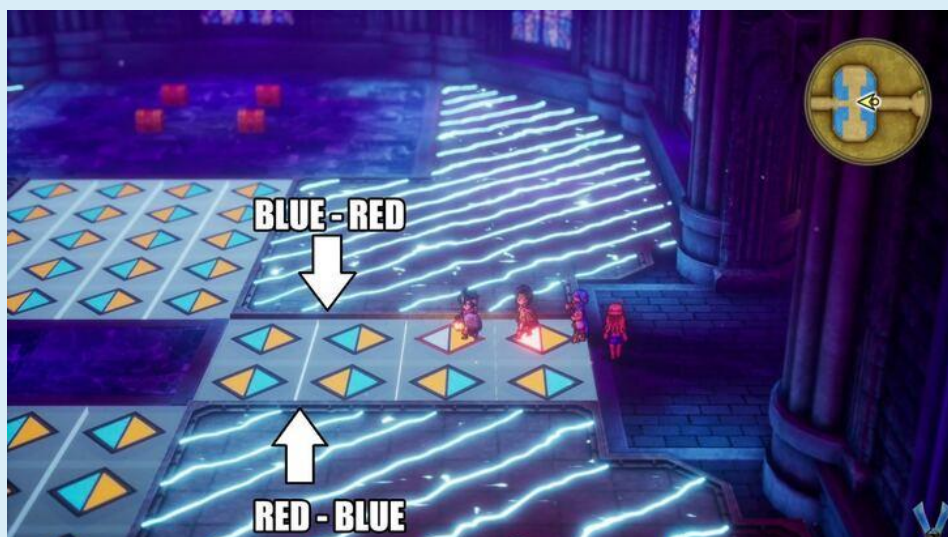


Up here, our exit to the next floor is in the upper right. We can't access the northern most side until we reach a higher floor.

Anyway, from where we start go north and east to the room with the electricity on the floor. Here you'll notice that there are some arrows on the floor.

AUTHOR NOTE

These arrows change the way you move (ie you press right on the d-pad and you go up). Also note that there are 2 types of these arrows: blue on the left side and red on the right side, and the opposite (blue on right, red on left). These change your movement differently so keep an eye on the table below to learn how these work.



BLUE - RED YOU PRESS	BLUE - RED YOU GET	RED - BLUE YOU PRESS	RED - BLUE YOU GET
Up 	Right 	Up 	Left 
Down 	Left 	Down 	Right 
Left 	Up 	Left 	Down 
Right 	Down 	Right 	Up 

Man these are a pain in the a**, huh? After you do it a couple of times they become second nature tbh. Anyway, here in this electricity room you can actually find all 8 chests this floor has. There are 4 to the north and 4 to the south. Here's what they contain (they go from left to right, top to bottom):

- Top
 - Staff of Sentencing
 - Sage's Elixir
 - **MIMIC**
 - Silver Shield
- Bottom
 - Full Moon Ring
 - Care Ring
 - Stormlord's Sword
 - Magic Water



Once you're ready, go east and up the stairs to the next floor. In floor 3F, simply go south and up the stairs to the fourth floor.

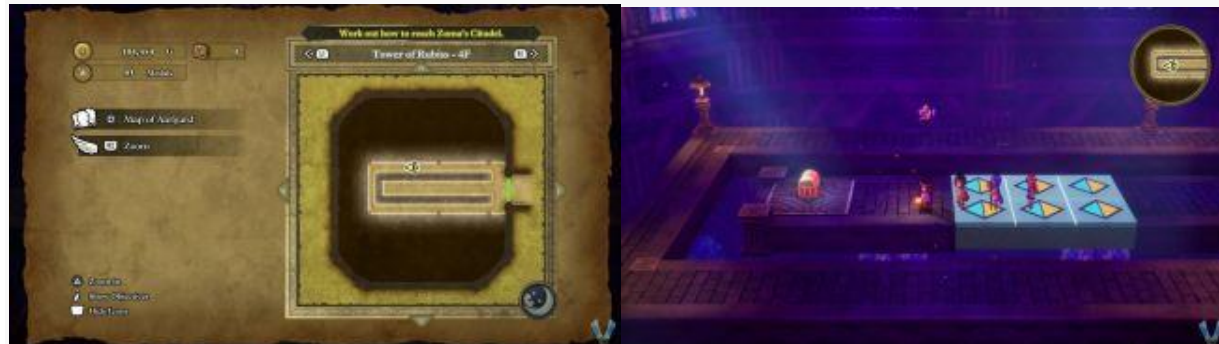
4F



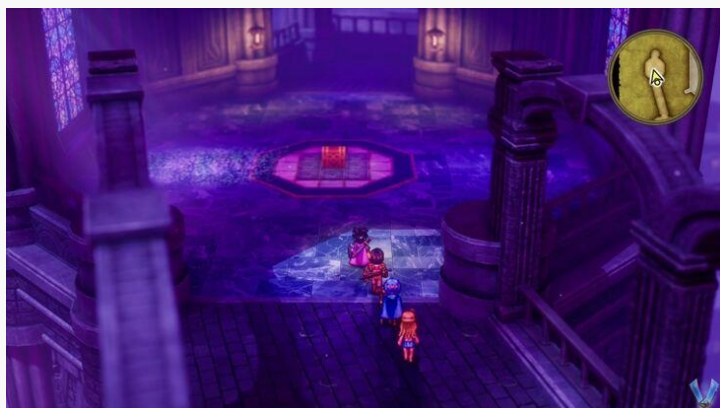
As soon as we get on this floor go north and enter the door at the end of the path. This will take us to a room with its own map (above).

In here start by going west down the middle path, be careful of the colored arrows and at the end open the chest for **Auroral Armor**. I'm not 100% sure but I THINK this is the Hero's best armor. Heals you as you walk AND protects you from ice and fire. It just needed to protect against breath attacks and it would've been perfect and OP haha.

From here you can also see the very obvious **friendly monster Slinky** to the north. Simply approach him and he'll join.



Head back outside and you'll want to follow the path going west from the stairs. This leads to a dead end but also leads to a chest with **Angel's Robe**.

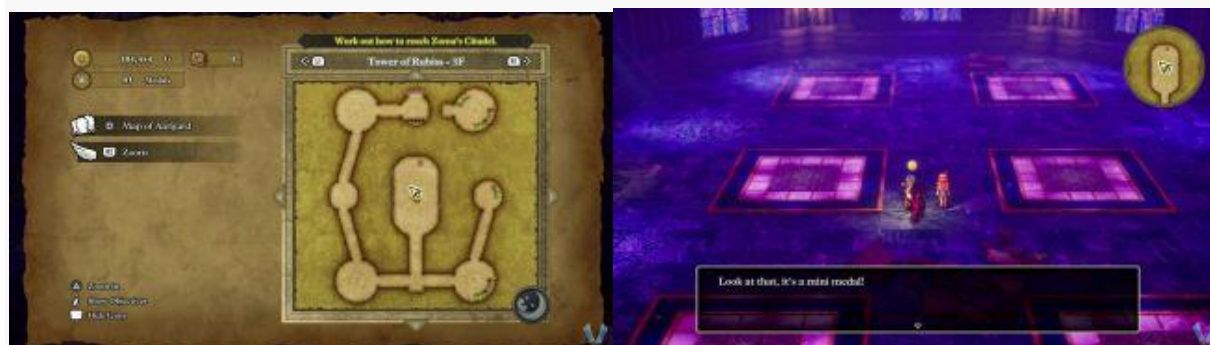


Go ahead and head back down to the previous floor.

3F



As we come back down, go west and north at the fork. We're in a dead end here. Check in between the 2 squares (second from top to bottom) to find a very sneaky hidden **Mini Medal**.



Return to the fork and go west now. Follow this path as it takes you north where you'll immediately spot a chest containing **Holy Talisman**.





Go east now and you'll see a bunch of those colored arrows. Here simply go north and WALK OFF the edge to go back to the bottom floor.

Back on the first floor, go inside the tower once again and go all the way up to the fifth floor. There are no treasures along the way.

5F



As we start on this floor, go east and follow this eastern path south to find the only chest here. It has a **Elfin Elixir**.



Now simply go south and approach the large building in the center.

AUTHOR NOTE

There's a REALLY dangerous boss inside so I recommend you go back to town, heal up and save your game. You can always come back and use Holy Protection and Padfoot combined to lower encounters / avoid them altogether.

Once ready, head inside the building and approach the statue to the north to trigger a scene and then a boss fight!

SOUL OF BARAMOS



Alright! I kinda had an inkling that we were gonna get a boss fight here, but I didn't know it was going to be him. And with 2 powerful minions at that!

Well, honestly this is not the same Baramos we fought. Baramos and the Soul of Baramos are 2 different entities, and let me tell you, this guy is hard and that's coming from me who found normal Baramos extremely easy.

First things first, just like with any fight, you want to get rid of the minions here first. These guys are called **Ashdemon** and their attack list is down below. These guys are more support for the boss than anything else. From what I could see, they only use normal attacks when attacking you, but their role is of course to support the boss.

They can heal for quite a bit, as well as increase the boss's attack and defense with kabuff and oomph. Of course they can also mess around with you using fizzle to prevent you from using spells. This is the worst if they cast it on your magic users to make sure to bring protection against it. Other than that, they're not dangerous.

The boss himself though, now this guy sucks! For starters, he acts twice per turn and can use the same attack twice if his RNG lines up. He has his kaboom spell which hits everyone and causes explosive damage. This is the weakest of the spells he can use. Cast Magic Barrier to keep the damage low.

The one attack you want to be very careful of is his Inferno. Just like with other bosses, this is a fire **BREATH** attack so beinging equipment that reduces damage from both is great. This is very important, especially if he decides to use it twice in a row.

Other than that, his Blastro attack is the same as always with not much you can do. Believe it or not, even his attack can be dangerous. I'm not 100% sure here, but when the Ashdemons cast Oomph on the boss his attacks would almost always be desperate attacks, doing over double what you see below. This really sucks so keep your defenses up.

Just like with any other boss fight, keep your defenses up with Kabuff and Magic Barrier. You can stop using Kabuff once you kill the Ashdemons since he won't be getting the effects of Oomph anymore. The Magic Barrier, that one keep it up at all times. Use Oomph if you have it to power up your physical attackers and you'll eventually come out victorious. If you have 2 Sages, having them cast Multiheal together is such a lifesaver so do that.

- Soul of Baramos

- **Attack:** hits one party member for around 70 dmg.
- **Kaboom:** explosive spell that hits all party members for around 60-80 dmg.
- **Inferno:** hits all party members for around 90 dmg.
- **Blasto:** removes one party member permanently from the fight.

- Ashdemon

- **Attack:** hits one party member for around 40 dmg.
- **Kabuff:** increases the enemy party's defense.
- **Moreheal:** heals one enemy for around 180 HP.
- **Oomph:** increases one enemy's attack.
- **Fizzle:** spell that prevents a party member from casting spells.

After the fight we'll have some scenes where Soul of Baramos runs away. Right after though, go ahead and interact with the statue and play the flute to trigger some pretty nice scenes. Man, I LOVE these HD-2D games. We need every single old school game remade like this.

Anyway, we'll have several scenes with Rubiss here and she'll give us the **Sacred Amulet**. This alongside the Sunstone and the Rain Staff are the 3 items needed to create a path to the island where Zoma's castle is.



And with that, we're pretty much done with this tower!

Before we go beat Zoma there's [another place](#) we need to go visit first so I'll see you guys there!

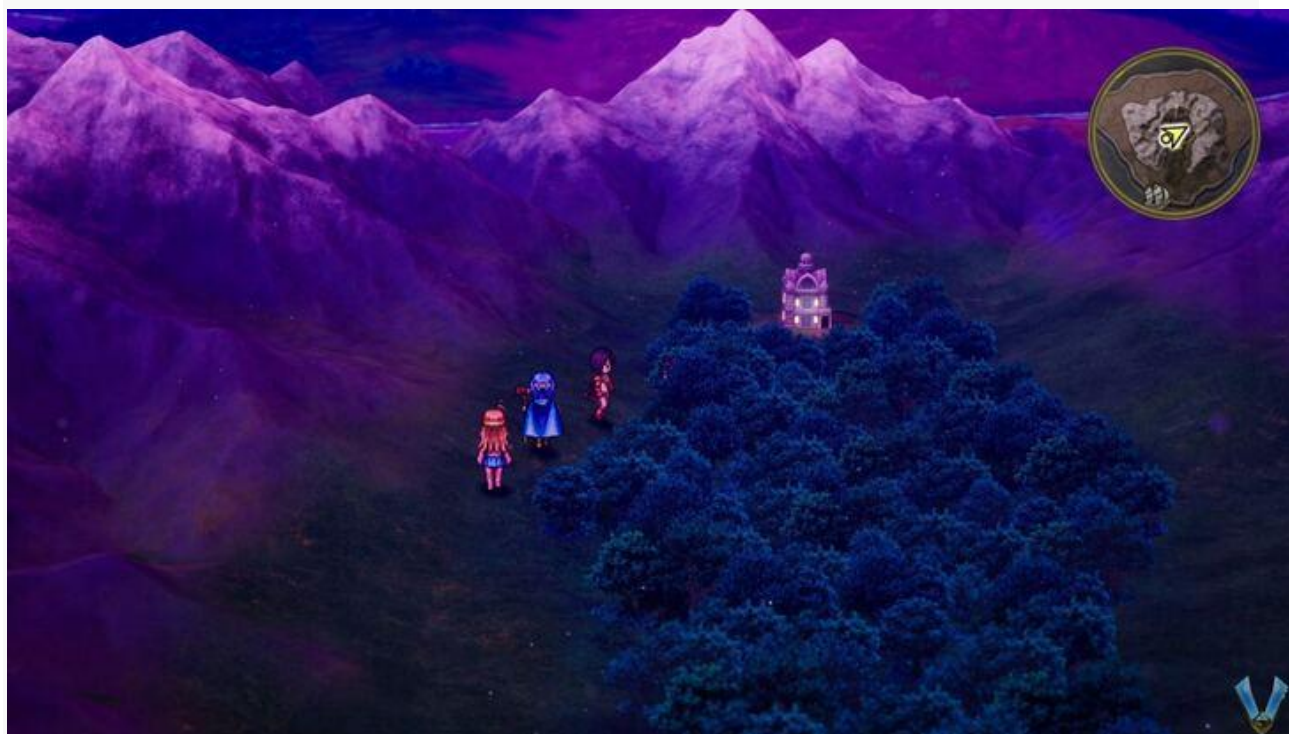
Sanctum

Time to go to the Sanctum. This place is located on the island that's on the southeastern corner of the map. To easily get to it you'll want to fast travel to the **Shrine of the Spirit** then take your ship east to the island.

Before you get off on the island itself, there's a tiny island to the southeast of it that has a sparkle with **Seed of Wisdom**, **Seed of Defense**.



Head north to the main island and go north and enter the **Sanctum**.



Once inside go up the stairs and talk to the priest in the center. With all 3 of the items we need, he'll combine their powers and we'll receive the **Rainbow Drop**. With this we can now cross over to the island where Zoma is.

Before we leave, check the left side of the fountain behind the priest to find a **Mini Medal** 🏅.



Now check the northwestern corner to find the **friendly monster Abigoo**. You need to go invisible to catch this guy.



And with that we're done with this place. However, before we head on over to Zoma's place, let's go to [Talontear Tunnel](#). It's that cave north of Tantegel near the start of this area. We're getting the Hero's best shield! See you there.

Talontear Tunnel

ENEMY LIST

Flying Flayer
Hydra
Hocus-Poker
Infernal Serpent

B1



AUTHOR NOTE

There are 3 floors in this place and you **CAN'T** use magic in any of them. This makes it a very difficult dungeon. It doesn't help that the enemies can also pack quite a punch if you're not careful. This also means the enemies can't use magic so that's a plus at least... I guess.

Make sure to make good use of the maps I provided so you don't have to go around fighting enemies you won't want to fight. Using a Thief's Padfoot ability helps out a ton.

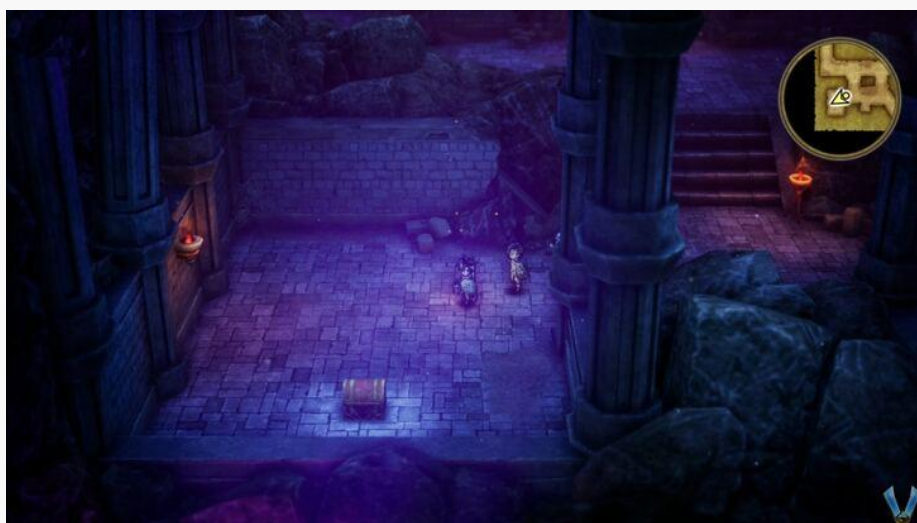
As we enter you'll want to go east all the way to the northeastern corner. Over here you can find the **friendly monster Jules**. This one runs away so make sure to go invisible (use a Fading Jenny to do it) before you approach it.



From here you'll want to go south then go all the way west to find a chest with **Snooze Stick**.



Now go to the very southwestern corner of the floor to find a chest in the little room with **Ice Shield**. Great to lower damage from fire attacks.



With this done head to the eastern side of the floor and go down the stairs to the next floor.

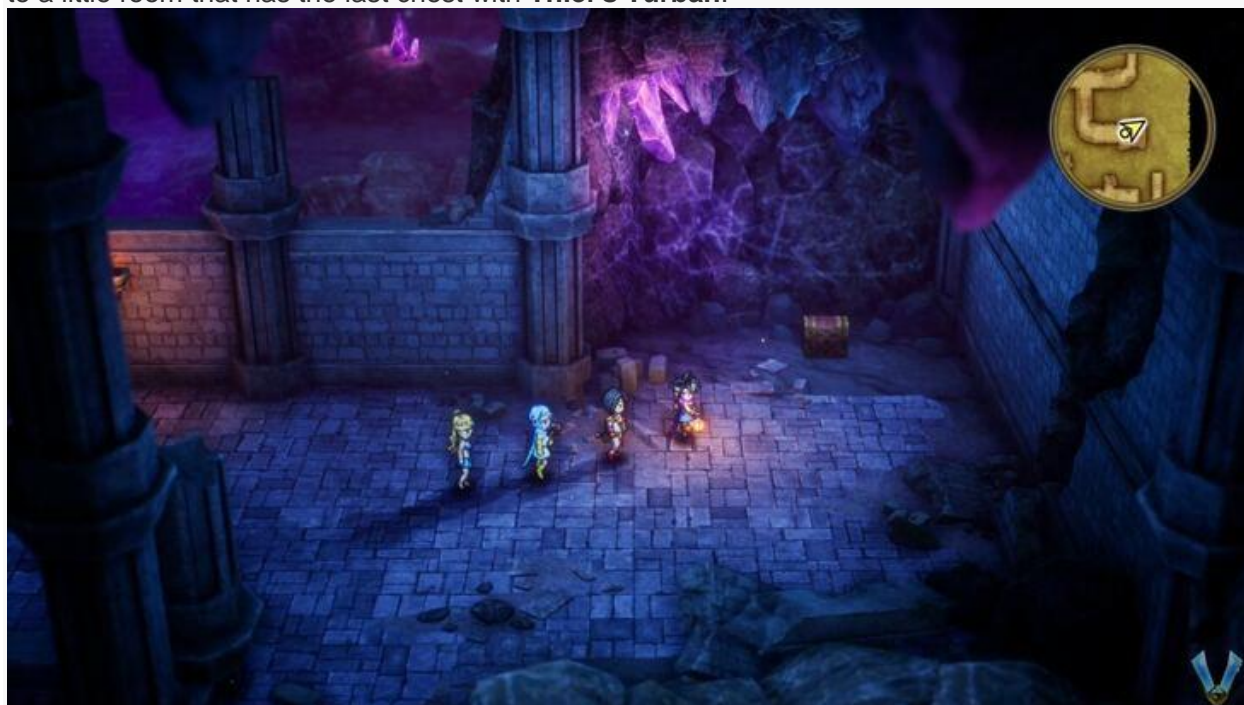
B2



This is a large room and there are only 2 chests here. Follow the pretty straightforward path and enter the southwestern room in the corner to find a lone chest with **2,205 coins**.



Continue going north and in the second to last horizontal path, take the branching path going south to a little room that has the last chest with **Thief's Turban**.

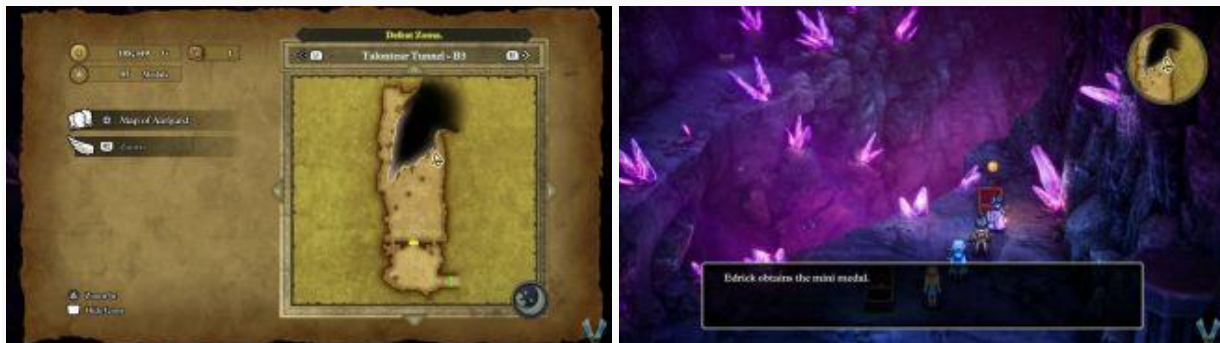


With that simply follow the path until we reach the staircase in the northwestern corner down to the final floor.

B3



This floor is really small as it's only the little room where we are in right now. Up to the north there are 5 chests. Check the map for their contents, but you **WANT** to open the one on the far right to get a **Mini Medal** 🏅.



After you get these, head to the northwestern corner and grab the **Hero's Shield**. This is THE one we want.



And that's a wrap for this place! Note that we can jump down the hole here but it shoots us back up. I wonder if we can do something here later? (wink wink)

In the next page, **BEFORE** we go to Zoma's Citadel, we're going to go finish exploring the Underworld. There are several things we can get so we'll get those out of the way before we go finish up this game!

Alefgard Exploration

This will be a small page where we go and explore the rest of Alefgard.

Before we start the exploration, let's go get the Hero's best helmet in the game. We've already been in **Quagmire Cave** and talked to the bandits who were following Robbin' 'Ood. After talking to them go ahead and fast travel back to **Reeve**.

Once here go into the northeastern room and talk to the old man on the second floor once again to get another Wrecking Ball. Remember this item? Yeah, this is what we used to blast open the way to the main continent. [Storm Outfit Trailer](#)



Now that you have it, fast travel back to Lanson and make your way back to Gaia's Navel (yeah, you have to go alone). Take someone who can prevent enemy encounters like the Hero (you might as well take them).

In Gaia's Navel, head down to B3. The floor at the very bottom. Down here you'll want to follow the passage south. Remember all the faces that used to talk to us? At the end we moved a statue and revealed a staircase going down. Head down and you'll see that blue crystal on the wall.



I at first thought this was a Dieamend, but it's not. Use the wrecking ball here to get **Zenithium**.

With this thing in our bag, fast travel out of here and go to the **Shrine of the Dwarf**. As soon as we enter we'll have a scene play out with the Dwarf where he'll end up repairing Ortega's Helm using the Zenithium we just got and we'll end up getting the **Auroral Helm**. It's the same as the armor we got in the Rubiss Tower!



With the helmet finally in our hands, we can now start. Start by traveling back to **Quagmire Cave**. Ride your ship and go to the little island to the southeast. Here you can find a sparkle with **Dazzle-me-not x2**, **Seed of Magic**, as well as a **secret spot**. This one has a little kid that ends up being the **friendly monster Cronus**. You can also find **Asbestos Earrings** and a **Flowing Dress** in a pot and barrel respectively.



From here get on your ship once more and go west. We'll want to go around this continent where Rimuldar is and on the western side you should be able to get off your ship and grab a sparkle with **Medicinal Herbs x2**, **Seeds of Luck x2**. There's also a **secret spot** here that has **Bastard Sword**, **Sage's Elixir**, **Seed of Magic**. Great finds!



Continue following the edge of the land southeast and you'll reach another **secret spot** in the water. This one has a **Mini Medal** 🏅 in the pot on the eastern side, as well as the **friendly monster Inky**.



Go ahead and fast travel to the Sanctum now, get on your ship and you'll want to go southwest towards the open sea to find a **secret spot**.



This place has a whopping **7** treasures, and all of them are hidden. Yeah, took me forever to find them. Most of them are completely useless like a Leather Cape. First of all, check the left side of the middle rock to find a **Mini Medal** 🏅.



The other 2 useful items are a **Dieamend** and a **Blessed Bikini**. The former is on the right side of the center area (middle of the ground) and the latter is behind the large rock to the left of the middle one. This bikini is fantastic and should be an upgrade to anyone.



And with that we're pretty much ready to proceed to the end of the game. Don't worry, after completing the game you'll be able to come back and do everything you want.

Once you are ready to head to Zoma's Castle, fast travel to Quagmire Cave and ride your ship west to the cape where the quest marker is (northwest of Rimuldar).



Once you reach this spot use the Rainbow Drop and enjoy the scene that plays out. We can now cross to the island. Do so and follow the path and as you go you'll spot a **secret spot** on the left side. In this one has 3 chests containing **Seed of Defense**, **Seed of Strength**, **Seed of Life**. There's also the **friendly monster Soaron** in here. You need to use a Musk in order to "catch" him.



With that simply head north and you'll reach [Zoma's Citadel](#). See you in the next page!

Zoma's Citadel

ENEMY LIST

Muddy Hand
Infernal Serpent
One-Man Army
Dragon Zombie
Liquid Metal Slime
Soaring Scourger
Franticore
Great Troll
Green Dragon
Hocus-Poker
Stone Guardian



Welcome to the final dungeon of the game... well if you don't count the post game one (completely optional). This one is long with some very strong monsters, but it's also a great spot to level up since you can encounter Liquid Metal Slimes. It's also important to know that there's not really much going on in this place (very little treasure) so make good use of my maps to make your life easier.

1F



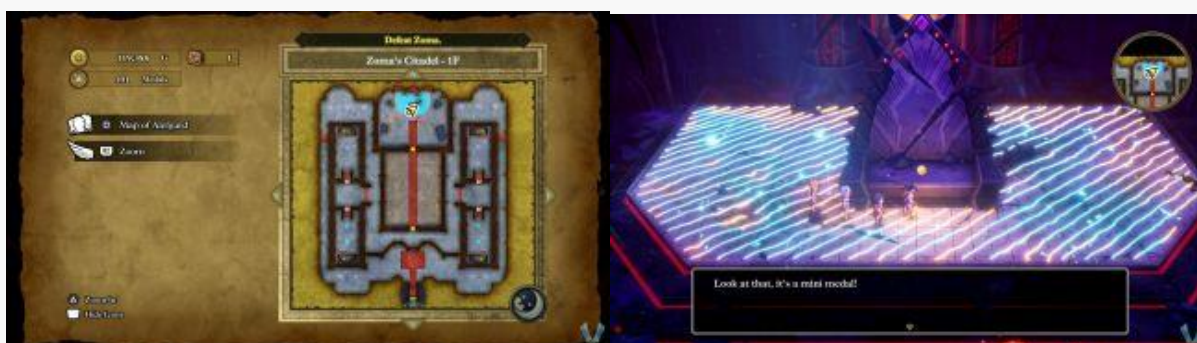
This first floor is HUGE but with nothing on it, almost nothing. Start by opening your map and do you notice the 4 exits? They're spiral staircases going down. All of these lead to the same exact floor and it's a dead end. There is a treasure down there so feel free to check out the map and see if it entices

you (it won't and probably not worth the hassle). Anyway, start by going RIGHT from the entrance, follow the path as it goes east, north and it comes back south. When it comes south, on the right you can find the split where it leads north and south to the exits going down to the floor below. Anyway, go south and check the square with electricity to find a hidden **Seed of Magic**.



Continue west and enter the central room. As you do a scene will play out and you'll be ambushed by the statues here. You'll end up fighting 6 **Stone Guardians**. They come in 3 pairs and are fairly easy to deal with, especially since they're normal enemies.

After the fight head north to the throne room itself and you'll see it's destroyed and surrounded by electricity. Cast Safe Passage and check the front of the throne to find a hidden **Mini Medal** 🏆.



After you grab this (last treasure on this floor by the way), check behind the throne to find a little button. Press it and it'll move the throne and reveal a hidden staircase. THIS is the way down.



This is the way I recommend you continue, but below is the section in case you want to go get that single treasure. If that's the case, head on over to either of the staircases and go down to the floor below.



B1



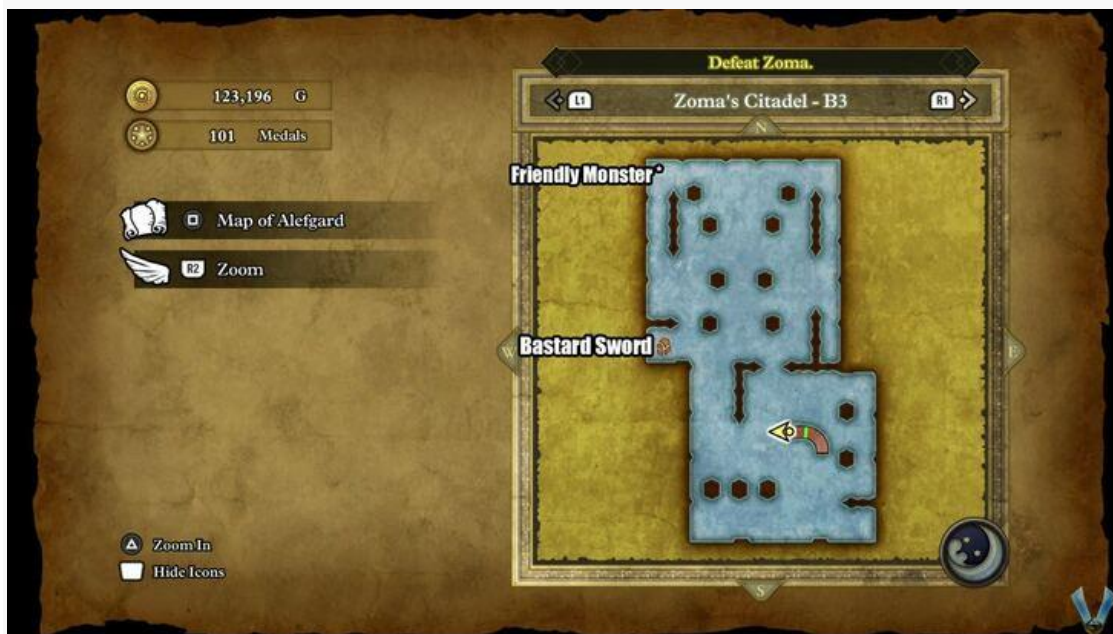
Like I said before, there's not really anything down here except for a chest. Head to the very northern side of the floor to find a lone chest that has **Hapless Helm** inside.



The staircase in the center of the room has a way going up and one going down. Funny thing here is that these are connected to each other, meaning if you go up you'll end up coming up the stairs on the right side. Yeah, deceiving.

For now simply head back to the floor 1F, head to the throne and go down all the way until you reach floor B2. **HOWEVER**, before we do anything here, go right down the stairs to reach floor B3.

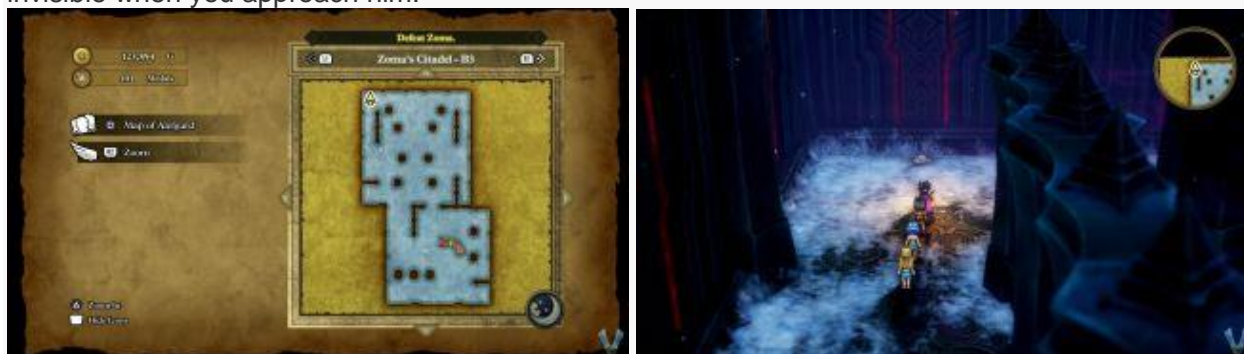
B3



As we come down to this floor (this is basically where you end up if you mess up on the previous floor) go west to the wall then go north and you should spot a chest on the left side that has **Bastard Sword**.



In the northwestern corner you can find the **friendly monster Quicksilver**. He runs away so go invisible when you approach him.



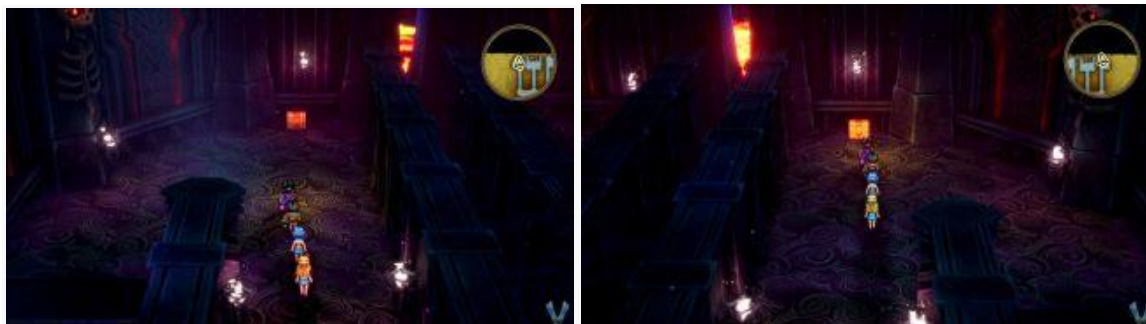
That's it for this floor. Head back up to the previous floor.



Back on this floor, head north and you'll see the same colored arrow tiles on the floor. Yeah, these are the ones that mess with your direction. They are the same exact as they were back in the tower so I'll put the table below.

BLUE - RED YOU PRESS	BLUE - RED YOU GET	RED - BLUE YOU PRESS	RED - BLUE YOU GET
Up 	Right 	Up 	Left 
Down 	Left 	Down 	Right 
Left 	Up 	Left 	Down 
Right 	Down 	Right 	Up 

Use this table to navigate through the area. Our destination is the middle path but you want to go up the western and eastern paths first because there's a chest on each side, containing **Scourge Whip** and **4,989 coins**.



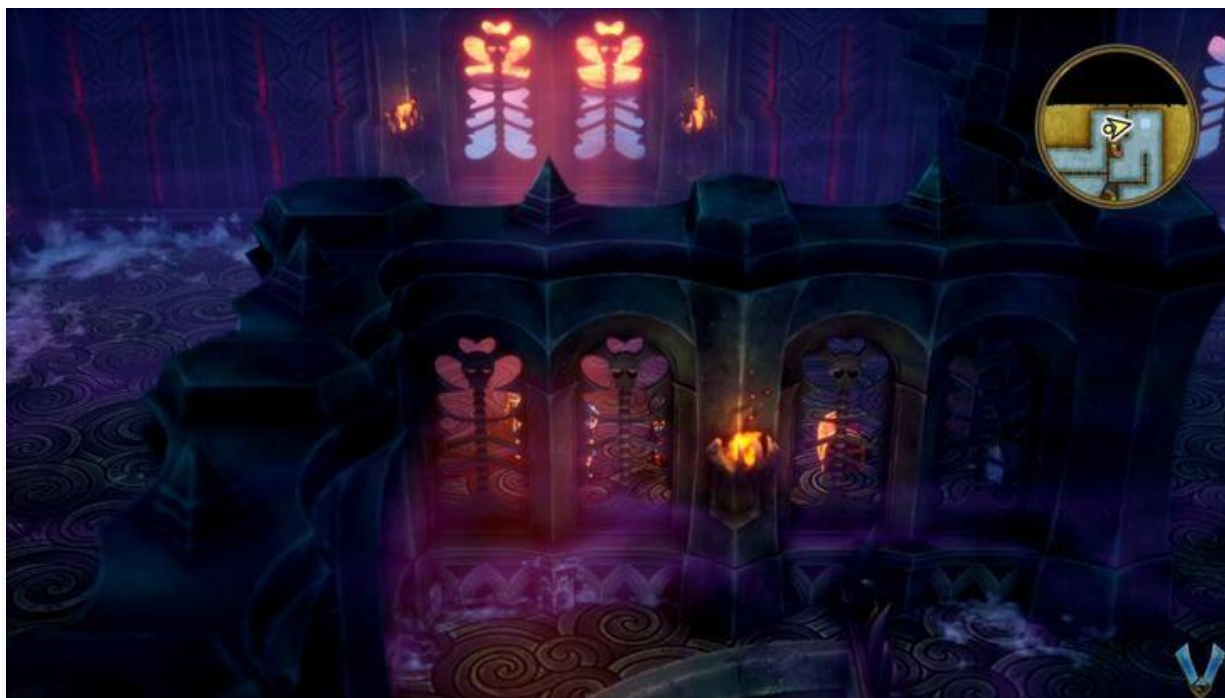
Once you get both chests, go north down the middle path and down the stairs to the next floor.

B4



Another big floor for only 2 chests. From where we start go west and make a u-turn to the north so you can go east. In the northeastern room you can find a VERY sneaky chest hidden by the wall that has **Dragon Dojo Duds** inside.





From here make your way to the southwestern corner room to find the **friendly monster Sky**. I'm not sure if this guy runs away but I went invisible and used Padfoot before approaching him. You can also find the chest with **Double-Edged Sword** next to him.



That's it for this floor. Now simply go around the map and towards the northeastern corner where you'll reach the staircase leading down to the next floor.

B5



This floor is gonna shock you. Start by going forward to trigger a scene. No spoilers here. Make your way towards the purple bridge (where the scene is taking place) and as we get to it we'll have to fight several enemies. This is probably the fight with the most enemies I've seen in this game.

Anyway, after the fight go ahead and enjoy the rest of the scene. You'll be asked something during this scene. Your answer doesn't really matter for obvious reasons. Oh man, I hope you enjoyed!

After the scene, once we regain control go west and north at the fork. There's nothing in the little room with the electricity square on the floor so ignore it and continue north. What you want to do here is to enter the northern middle room where the large red rug is. Here go south and you'll be able to spot all 6 chests of the floor. Yep, all of them are in the same room. Pretty cool.

From left to right these chests contain: **Mini Medal** 🏅, **Diamond**, **Yggdrasil Leaf**, **Sage's Stone**, **Prayer Ring**, **Shimmering Dress**.



IMPORTANT

The Sage's Stone and the Shimmering Dress are fantastic items. The former allows the holder to cast Multiheal for free. Yeah, 75+ HP heal for free is great. I already have 2 Sages with Multiheal so I gave it to my Warrior who has no healing spells. You can also give it to your Hero if you want. The Shimmering Dress is a fantastic piece of armor and you should definitely wear it.

And that's it for this floor. There's nothing else to find so for now simply head to the southeastern corner and take the staircase down to the final floor.

Altar of Sacrifice

This is it everyone, the final boss fight... at least that's what I'd like to say. There's a WHOPPING 4 boss fights here! 3 and then the final boss. Yep, I'm NOT kidding. However, I have some good news for you. As soon as you come down you'll see a teleporter. This is just like the one in Baramos's Lair that takes you back to the entrance. You can come and go as you please now.

Second, these battles are not a boss rush. You can fight one, go back, heal and save, then come back for the next one. Yeah, this makes this much easier. I was hoping we wouldn't have to fight them all at once.

That being said, below are my levels and equipment, just in case you wanted to know. I used this for EVERY boss fight, but I'll talk more about a change of accessories for the first boss fight.

Also, I MAY be crazy, but to me the very first boss fight was the most difficult one so if you can breeze through that one you're as good as done with the main story haha.

HERO	WARRIOR	SAGE 1	SAGE 2
46	45	41	44
Sword of Kings	Headsman's Axe	Demon Spear	Sage's Staff
Hero's Shield	Power Shield	Silver Shield	Goddess Shield
Auroral Helm	Great Helm	Thinking Cap	Thinking Cap
Auroral Armor	Bandit Mail	Blessed Bikini	Shimmering Dress
Mercury's Bandana	Agility Ring	Agility Ring	Goddess Ring
Goddess Ring	Mercury's Bandana	Goddess Ring	Meteorite Bracer

There's one thing you **SHOULD NOT** equip and that's the Mirror Shield. It's better than the Silver Shield I have on my Sage, but man I cast Fullheal on her and it bounced back to the first boss, healing them up for a whopping 5,800 HP haha. And to make things worse the boss was almost dead. Yep, reset and restart.

Anyway, for accessories there are some that are dependent on the boss so make sure to reach each boss strategy before going in so you can see the accessories recommended.

Once you're ready, make absolutely sure you've saved your game because as you head north you'll trigger a scene with Zoma and right after you'll start your first boss fight.

BOSS FIGHT: KING HYDRA



Right off the bat, just like I said up above, this is probably the most difficult fight of all 4 of them. Yes, that included Zoma. There's a little thing you can do against Zoma to make him much easier, but not this guy.

Anyway, if you check the attacks below, you can immediately see why this boss is annoying. Yes, he can inflict sleep and fear on all of your characters at once. This makes the fight take forever because your characters will be either sleeping or in fear. Of course this also means no healing.

As you may have guessed, this is also one of those bosses that acts twice per turn and sometimes can even act 3 times. This is just the worst to be honest. There ARE a couple of ways to mitigate these effects, but they're not 100% guaranteed to work. The Rousing Ring helps prevent sleeping, and although we don't have anything against fear, equipping a Banishing Bell can help. If I'm being completely honest here, I equipped one and one to all 4 party members and I found it just didn't work. They would still fall asleep and be in fear pretty easily. I don't think I would recommend equipping them to be honest, especially if you have to sacrifice a ton of speed like I had to.

One last thing to mention, is that the boss has the ability to create a cloud that prevents you from using magic. Yeah, as if things couldn't get any worse. This is also the reason why you want to keep that Sage's Stone in hand. Whenever this happens, have the character that has it heal and your other party members should also use their healing items like a Power Shield, or a Sage's Staff. Just heal during these turns until you can use magic again.

If you happen to have a character that has the **Shocking Slash** ability (I think the Thief learns this) then it's actually extremely useful against this boss. Shocking Slash inflicts paralysis on the boss, and it triggers 9 out of 10 times, at least for me. It prevents the boss from acting for a turn (sometimes 2 turns) and it really helps keeping your party alive when you can't use magic.

It goes without saying that your #1 priority in this fight is to keep your defenses up. Using Kabuff for your party's DEF is really helpful, especially when the boss uses their normal attacks quite a bit. Insulate is great to protect against Inferno and of course it cannot hurt to cast Magic Barrier (although I don't think this helps against anything). Other than that, keep your character that can heal heal the party while the rest attack. I couldn't inflict Sap on the boss at all so I wouldn't even try it. Instead cast Oomph of your melee party members. If your Hero's Wisdom is high, have them use Kasap over and over. This does a ton of damage to the boss.

- **Attack:** hits one character for around 110 dmg.
- **Shout:** inflicts fear on the party.
- **Sweet Breath:** inflicts sleep on the party.
- **Inferno:** fire breath attack that hits all party members for around 60 dmg. (with Insulate on).
- **Thick Fog:** releases a fog that prevents magic from being used.

Go back to town, heal up, save your game and come back and move forward for the next fight.

BOSS FIGHT: SOUL OF BARAMOS



We are going to fight this guy once again! This guy is about the same as he was back in the Tower of Rubiss, but even better yet, he feels so much easier than before.

One of the things that will make this an even easier fight (which I didn't know before, is that you can have Hero cast **Fizzle** on him. It had a very high chance of it hitting the boss and it prevents him from casting spells, which is mostly Kaboom and Blasto.

Other than that, this is the same exact boss as before, stats and all. And since then I've probably gained like 3 levels, making it even easier. I haven't even used a single Seed so I have hundreds of them in my inventory haha.

The one thing that's new is that the boss can cast Thwack. This is the worst thing the boss can do and out of all the times he cast it it never hit once so there's that. Your mileage may vary.

- **Attack:** hits one party member for around 60 dmg.
- **Kaboom:** explosive spell that hits all party members for around 60-80 dmg.
- **Inferno:** hits all party members for around 80 dmg.
- **Blasto:** removes one party member permanently from the fight.
- **Thwack:** can instantly kill all party members.

BOSS FIGHT: BONES OF BARAMOS



This one feels like the most out of place boss ever, and it even looks like a large Dragon Zombie, the normal enemy.

Anyway, this guy is actually much different than any other enemy and boss we've encountered, and that's because he's all about physical attacks.

Now, it's imperative that you cast Kabuff on yourself. I don't think it stacks but you can try and do so. The boss's attacks seem to get stronger the more he attacks you so keep that in mind during the fight.

The boss luckily doesn't have attacks that hit all party members so you can keep using Fullheal to keep yourself healed. If you want to mitigate some of the damage taken from him, use accessories to increase your defense. Spirit Bracer gives you 17 DEF when equipped, and Ten Ton Toupee gives you 18. You can equip 2 of them per character but I didn't find it necessary when fighting the guy.

One thing to know is that you can use Sap on him pretty easily, which really increases the damage to you to him. Sap on the boss, Oomph on your melee characters, and if they have Sword Dance AND the Headsman's Axe, you can do some REALLY nasty damage in one turn.

- **Attack:** hits one character for around 130 dmg.
- **Attack Attacker:** hits one character for around 140 dmg. and can lower the target's attack.

And up ahead is actually the final boss. Actual ACTUAL final boss. Make sure you're ready and healed up, and once you are come back and approach Zoma for some scenes and then it's boss fight time.

AUTHOR NOTE

Make sure to equip the **Sphere of Light** so you can use it in battle against Zoma.

BOSS FIGHT: ZOMA



Ok, time to finally deal with the source of all evil! And it's not against Baramos this time. As you can tell from the attacks below, this guy is all about ice attacks (which is very rare in the game).

Now, before anything, note how Zoma's outfit is purple. This is his "powered up" state, which means damage you do against him, and damage you take is decreased and increased respectively. Before you start the fight you want to make sure to use the **Sphere of Light**. What this does is decrease his stats altogether and he'll go from being purple to being orange. He looks kinda ugly haha.



Besides dropping his stats, he also won't be healing for 320 HP every turn, making this fight much more manageable. Anyway, just like most bosses, he acts twice per turn, with some of them acting 3 times. He mostly uses his ice attacks, but he also loves to use his "Disruption" move that removes all buffs from your party. For me he was doing this every other turn so I needed one of my Sages to be on full on support mode. If you want to make this fight so much easier, equip an accessory to reduce ice damage. You can equip 2 for increased effectiveness, but your Hero should already be super strong against ice attacks.

If you want to not worry too much about buffs, the one you should really cast is Insulate to drop the damage from his "Freezing Blizzard" attack. Kabuff can also help lower the damage from his normal attack, but that just hits one party member so it's not THAT necessary.

His defense is also pretty high and I couldn't get Sap to be on him so I stopped trying and focused on using the Hero's Kasap spell every turn for almost 500 dmg. If you do manage to inflict Sap on the boss, cast Oomph on your melee and have them go ham on the boss.

Around halfway through the fight you'll see the boss starts using Bounce to reflect spells. If this happens have Hero stop using Kasap and use his Gigaslash agility. **HOWEVER**, if the boss also focuses and powers up (his magical attack drastically increases), then I highly recommend you have the Hero cast **Kaclang**. This turns your party into metal and prevents all damage from happening. This is both good and bad because you won't be able to heal yourself and all your buffs will most likely disappear, but you can always cast them right after.

While Zoma is in his powered up state (from focusing), he'll be casting Kaswoosh, a very powerful wind spell that hits all party members. He casts this over and over and over so the damage you take will be ridiculously high. Kaclang lasts for a couple of turns so use it once, then buff yourself up and continue the fight. There's no real need to cast it twice in a row but you will end up taking a hit from Kaswoosh.

- **Attack:** hits one character for around 110 dmg.
- **Freezing Blizzard:** ice breath attack that hits everyone for around 50-100 dmg.
- **Kacrackle:** hits all party members for around 50 ice dmg.
- **Disruption:** not necessarily a name for his move, but it removes all buffs from the party.
- **Bounce:** casts a bubble that reflects spells.
- **Focus:** increases his magical attack.
- **Kaswoosh:** a very powerful wind spell that hits all party members for around 80 dmg.

After the fight go ahead and enjoy the scenes that play out as we try to make it out of this place alive. Eventually we'll end up in Talontear Tunnel. Shocking, I know. This place is just like before and there will still be enemies and you still can't cast spells so use Padfoot to get out of here.

Back on the world map go back to Tanteigel and to the King's Throne Room. Go ahead and watch the scenes play out here and the game will come to an end. Of course, this is not the end of Erdrick's story! This will all continue in...



I hope you enjoyed this guide as we played through Dragon Quest 3 HD-2D together. This brought back so many good memories, and I'm so happy I finally managed to beat this game. If you enjoyed the guide, be sure to comment below as this guide wouldn't be here without Neoseekers support.

If you want me to cover the next games, let me know down below in the comments so we can play through them together! Thanks for playing along with us everyone!



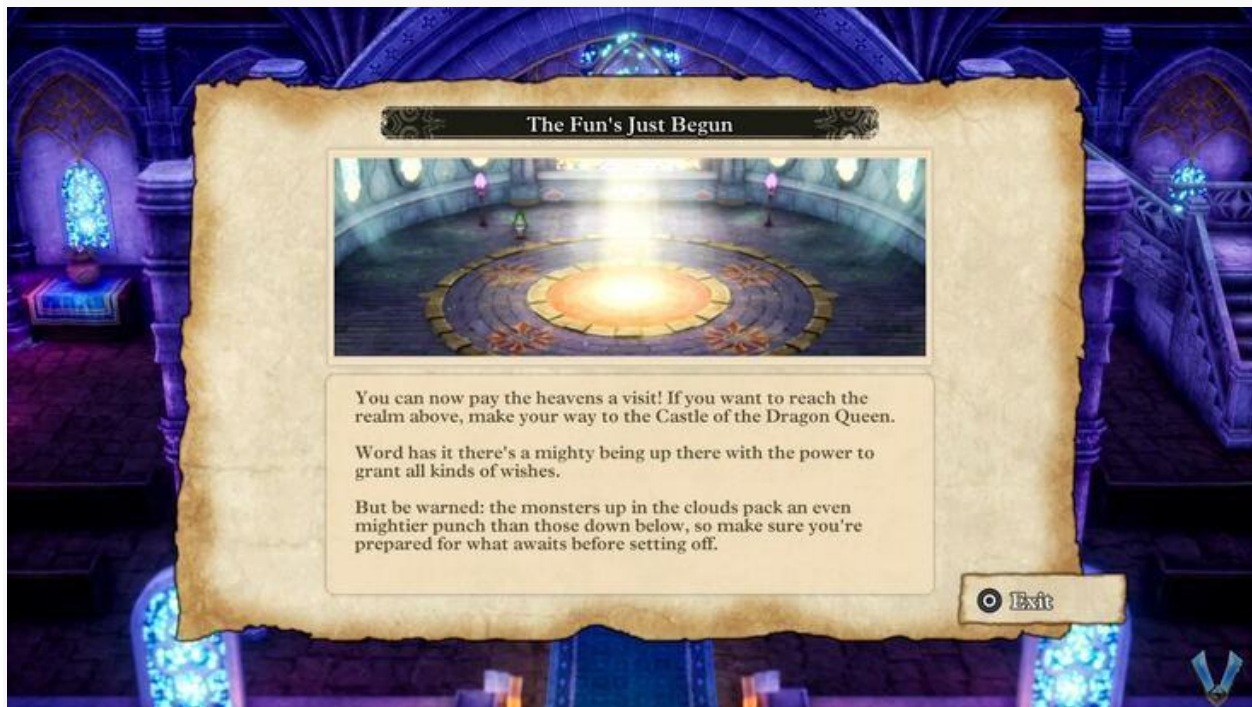
Post Game Content

How to start

Welcome to Dragon Quest III HD-2D's Post Game content. This game doesn't have THAT much in its post game, but there is stuff to do. Also, if you like to farm levels then you're in for a treat because you'll need to level up... a lot... and I mean A LOT. I'm sick of farming. I've been doing so for the past 15 hours and I'm sick of it haha.

ANYWAY, after completing the game you'll be prompted to save your game. In doing so you'll have your "clear save" file and you'll have your name alongside your title, Erdrick. Now you see why the game didn't let you name yourself that. Oh well. After that we'll be back in the main menu.

Go ahead and load up your save file and you'll be greeted by a message.



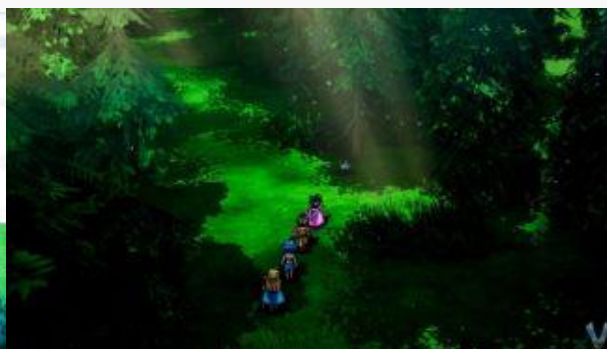
Just like the message says, the enemies up above are MUCH stronger, and they are not even kidding. Afterwards we'll regain control in the church in Tantegel. From here we can go back and fight Zoma as much as we want. You can even try to defeat him this time **WITHOUT** using the Sphere of Light. That's a good challenge. Anyway, to proceed with the post game content you'll want to fast travel to the **Castle of the Dragon Queen** and once here go to the very northern part of the castle. Here you'll see a beam of light and a faerie you can talk to. I didn't talk to her but I'm guessing she's here to tell you about using the beam of light to go up to the clouds.



Once up here you'll be in what looks like a floating island. This place is straight up called ???, but I'm calling it Cloudsgate. Anyway, straight in the center you can find the post game's dungeon. Before we go there, go to the right side of the island to find a sparkle with **Seed of Luck, Angel Bell**.



From there go north-northwest and you'll spot another **secret spot**. This one only has the **friendly monster Alloy**. This guy runs away so become invisible before approaching.



Once you're ready, go ahead and [enter the dungeon](#). Make sure to read my notes on it before going it because you're REALLY in for a treat. See you in the next page.

Cloudsgate Dungeon

Welcome to the post game's first dungeon. I'm in what I think is the second dungeon but I cannot confirm. Anyway, this dungeon is pretty much the Maw of the Necrogond dungeon (a couple of its floors), plus we have some floors from other dungeons. Pretty much an amalgamation of several dungeons into one. Don't worry though, it's only a handful of floors.

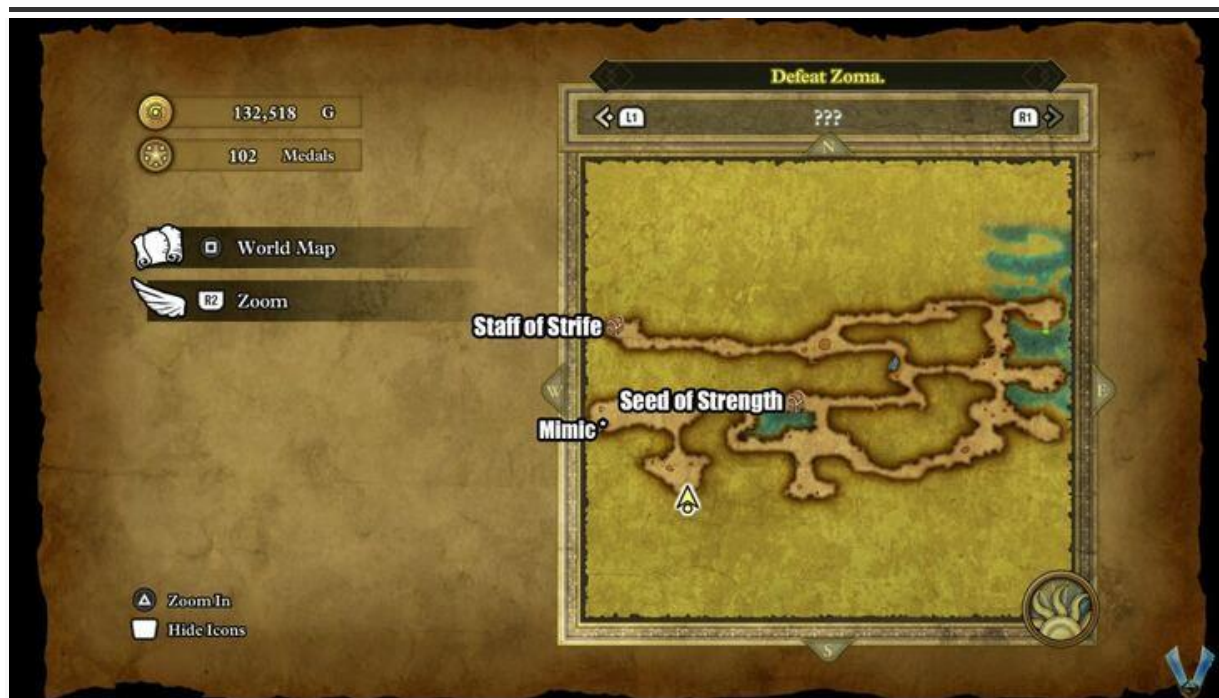
HOWEVER, before you proceed, remember that note from before? Yeah, the enemies in here are ridiculously tough. Not all of them though, but some of them are ridiculous. For example, one of them is one of those Chimaera enemies (the little snake thingies with wings). They can act up to 3 times in a turn AND they use Zoma's ice breath attack. They also come in like packs of 4, so that can be 12 ice breath attacks in one turn, each doing over 100 dmg. Yeah, instant death. Of course this is with stats from the end game. Another one is pretty much the King Hydra... let that sink in. One of the last bosses is now a normal enemy. Worst thing? It can appear with 3 of them in the same fight.

Now, with that being said, what do I recommend? First of all, I'll talk about leveling up really fast once we reach the "midway" point of the dungeon, which is basically a throne room with a random king. Once we reach that point I'll go over that.

For now, I **HIGHLY** suggest you switch over the difficulty to **Dracky Quest**. This is the easiest difficulty but what it has is that you **CANNOT** die. That's right, in battle you'll go down to 1 HP and cannot die. I personally didn't do this and I suffered... a lot. Still, Dracky Quest difficulty is also recommended when leveling up so you're not really cheesing anything.

And with that, let us proceed. I won't be talking much about the floors because you've been to all of these already, but I'll leave a map with all the treasures. Also, the floors don't have number OR name but I'll add them, kinda.

Maw of the Necrogond B1



This floor is pretty straight forward. Make sure to grab that **Seed of Strength** near the center. The exit this time around is in the northeastern corner instead of the southeastern.



Maw of the Necrogond B2



This is my most hated floor in all dungeons of the game. There's not really anything special in the chests so I personally wouldn't really go for them. The enemies you'll be finding are normal enemies still so don't worry... yet. Grab the chests if you want and proceed to the next floor.

Orochi's Lair B3



Ok, **THIS** is the floor where the King Hydra's will start appearing. You have been warned. Either lower the difficulty, or cast Holy Protection and Padfoot and run away from fights because the fights here are no joke.

There's a couple of things you want to do here. For starters, there's the **friendly monster Scales** near the center.

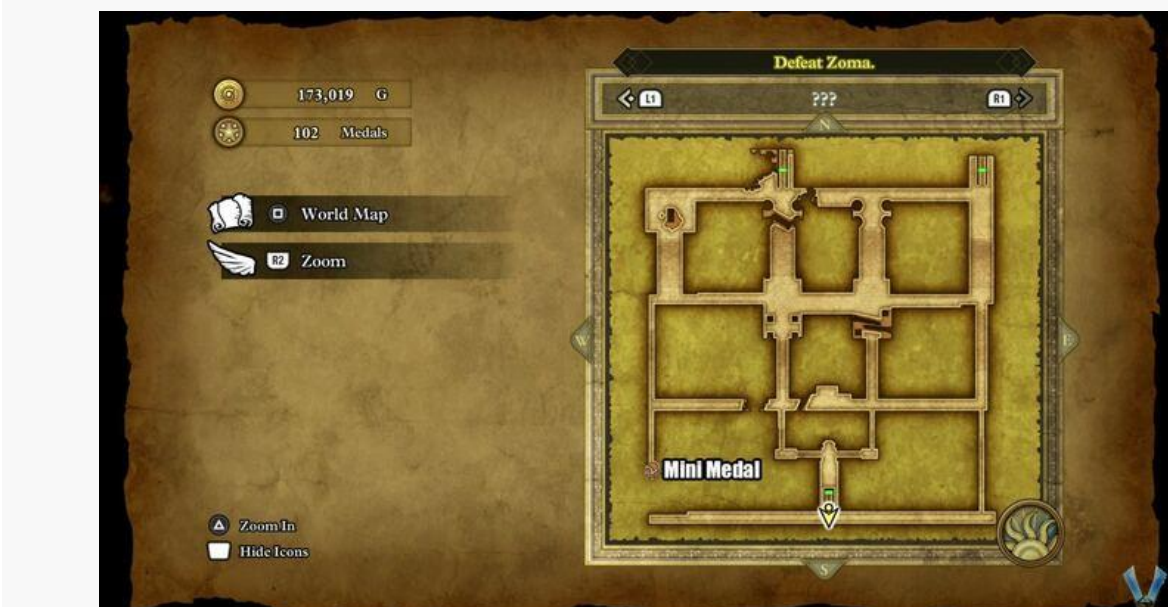


At the bottom right corner you can also find a chest with a **Seed of Defense**.



The last chest is to the east of the exit staircase. This one actually has a **Mountaincleaver**. Don't know why we would need this at this point, but here you can get it.

Pyramid B4



This is a floor with no more King Hydras, but you can find those small Chimaera enemies that can freeze you. Equally dangerous. There's only one chest here and it has a **Mini Medal** 🏅.



You'll notice there are 2 exits to the north. The northeastern corner leads to a room with a save point (believe it or not). If you check the wall behind the priest you can find a hidden **Dieamend**.



Go to the northwestern exit now to the next floor.

Underground Lake B5



This one still has the healing spot and it also has a **Mini Medal** on the northeastern corner. That's about all the good stuff here.



That's about it. Head down the southwestern corner to the next floor.

Maw of the Necrogond B6



There are 2 hidden seeds here and both are in the center of the bridge.



Once you've grabbed these, head west and go up to exit this dungeon... finally! Next up we'll be in the [Cloudsgate Citadel](#). See you guys in the next page.

Cloudsgate Citadel

As soon as we enter look north and inside the cell to find the **friendly monster Oozebeth**. It runs away so use a Musk to prevent that.



In the cell on the left there's a skeleton on the floor. Check the bucket on the right to find **The Champion's Code**. Inside the pot in the cell on the left to find **Mini Medal** 🏅.



Exit the jail area to the northwest and you'll be in the arena? What is this place? To the left is a monster. I'm not sure if you have to defeat it but I did. This will open the gate behind it. Afterwards simply go through the gate and head up the tower until you reach the throne room itself.

Once we're here start by approaching and talking to the king. Afterwards head behind him to find a chest with **Heavenly Helm**.



Head south now and you'll find a merchant. This guy sells some pretty amazing things, like Ogre Shield and Star Circlet. The consumables are also great. I spent all my money here haha.

Afterwards check the southeastern corner to find the **friendly monster Mendy**.



From here we can go west, or south. Going west is pretty much us walking off the edge and landing right outside the Castle of the Dragon Queen. Don't do it.

Before we proceed, enter the northeastern room and you'll find a bard. Talk to him and he'll give you a little riddle...

BARD'S RIDDLES

Huge shoutout to **MrNoName1899** in the comments for this!

The bard here gives you a total of 3 riddles with treasure for you to find. He only gives you one at a time so grab that, come back for the second one, then go get that one and return for the final one.

Feel free to solve them by yourself, but if you don't want to bother, below are the answers.

Spoiler: #1

Spoiler: #2

Spoiler: #3

Once you do all 3 come back to the Bard and I believe he gives you info on how many Mini Medals you're missing. I had all 110 already so I don't know EXACTLY what happens if you don't.

Instead head south to find a room with a huge cauldron. Check the 2 pots in the corner for **Cower Ring** and **Mini Medal** 🪙.



From here simply go south and we'll enter the next area, the [Citadel Tower](#). See you there!

AUTHOR NOTE

MAKE SURE to read our page on how to level up fast so you don't die in the first fight.

- [How to level up fast](#)

Citadel Tower

This is the top of this New Game Plus area. At the very top we have what was once the strongest boss in the game, but not in this one. Still he's crazy strong. Just like before, the enemies here are crazy strong.

AUTHOR NOTE

Once again, if you haven't leveled up a ton now's your time to do so. If you haven't, make sure to check the page below.

- **How to level up fast**

2F



Once we appear out here in the tower, go LEFT and up the ladder first. Up here enter the room on the left to find a pair of chests. These have **Mini Medal** in the left chest and a **Poker** weapon in the right chest.



That's about all there is in this floor so go back to the ladder and make a right now. Follow this path around and to the staircase to the north to the next floor.

3F

This floor has absolutely nothing. That's very weird! Simply go around the room and go up to the next floor.

4F



Ok, we now have some treasures to get. From where we enter go north to the fork then follow the southwestern path to find the first chest with a **Mini Medal** .



Go northwest from the fork and we'll have several ways to go. Go up the northeastern stairs to find the friendly monster **Frantico**. Thanks to **Xanthus** and **Mike G** in the comments for this.



Go back down and go up the northwestern stairs to find a chest with **Elevating Shoes**.



Go south down the stairs now, then go to the southern tip to find the last chest here with **Destructiball**.



That's about it for this floor so make your way north and up the stairs.

5F

Another floor with pretty much nothing here for you. Simply go up the stairs on the southern side to reach the top of the tower.

6F

This is it, the boss of this place. It's quite a shocker so make sure you're fully healed up when you go up the stairs. At the top you'll have a scene and when asked, agree to fight him to start the fight.

BOSS FIGHT: XENLON



AUTHOR NOTE

You need to defeat the boss in 25 turns or less to get a

Ok, this is a fight indeed! Welcome to the fight against Shenlong, the dragon that grants us wishes... at least in Dragon Ball. I wonder if that'll happen here as well.

Anyway, this fight will be either ridiculously hard, hard, or simply aight depending on how much you've leveled up. In case you're curious about myself, I leveled up enough to get my Hero to lv.99... I'm not kidding. I also changed the jobs of my other party members like 3 times and got them to around lv.40ish before swapping them again. The party members were then changed back into their original jobs (2 Sages and a Warrior).

That being said, if you're having trouble with this fight, feel free to go level up some more. Let's also talk about equipment you should equip before talking about the boss himself.

Well, there's not really much to talk about. The boss uses both magic and breath attacks, breath attacks obviously being the stronger kind. He has an upgrade to the fire breath attack other bosses have been using, and this time it's called **Scorch**. This thing does a TON of damage so if you have to choose, I recommend you equip something like the Asbestos Earrings to lower fire damage. If you

have equipment that lowers fire dmg. also make sure to equip it. Do make sure it's not TOO weak because the physical attacks the boss uses hit very hard.

He doesn't really inflict status ailments except for blind so I think you'll be fine in not worrying about preventing it. Increasing your speed is something I would recommend you do so your party can act first during each turn. This is mostly because of his Disruption attack.

So, what is it recommended for you to do in this fight? Well, first of all, your normal buffs. Focus on defensive buffs like Kabuff, Magic Barrier, Insulate. This time around, all of them are extremely important because even the boss's attack hits pretty hard. He can also hit all party members, making him even more dangerous. He also has 2 magic attacks and 2 breath attacks so you want to make sure you're protected against them.

The boss acts twice per round (there's no chance for 3) so you know what to expect. I found that the boss tends to use his Disruption move quite a bit to remove your buffs. This is great because he tends to waste one of his moves for this. That of course means you'll have some of your characters buffing the rest of the party nonstop.

Other than that, use your strongest attacks to deal with this guy. I just used the Monster Wrangler's Monster Pile-On ability to hit him 4 times for a lot of damage. You'll of course want to keep yourself healed, but like I said before, the more you leveled up the easier this fight is going to be.

For the boss's attacks, note that I'm not going to add how much damage they do because this will be completely different depending on how much you've leveled up.

- **Attack:** hits one character with a physical attack.
- **Slam:** hits all characters with a physical attack.
- **Kaswoosh:** hits all party members with wind damage.
- **Kaboom:** hits all party members with explosion damage.
- **Freezing Blizzard:** hits all party members with an ice breath attack.
- **Scorch:** hits all party members with a fire breath attack.
- **Disruption:** removes all buffs on the party.
- **Sandstorm:** inflicts blind on all party members.

After the boss fight he'll actually allow us to make a wish. Wow, that's great. There are several choices for you to make so pick whichever one you want:

AUTHOR NOTE

Please note that you CAN fight him again to get another one of the wishes. Just note that you'll have to defeat him in 15 turns or less. I'm not 100% sure if it's 15 or 20 turns.

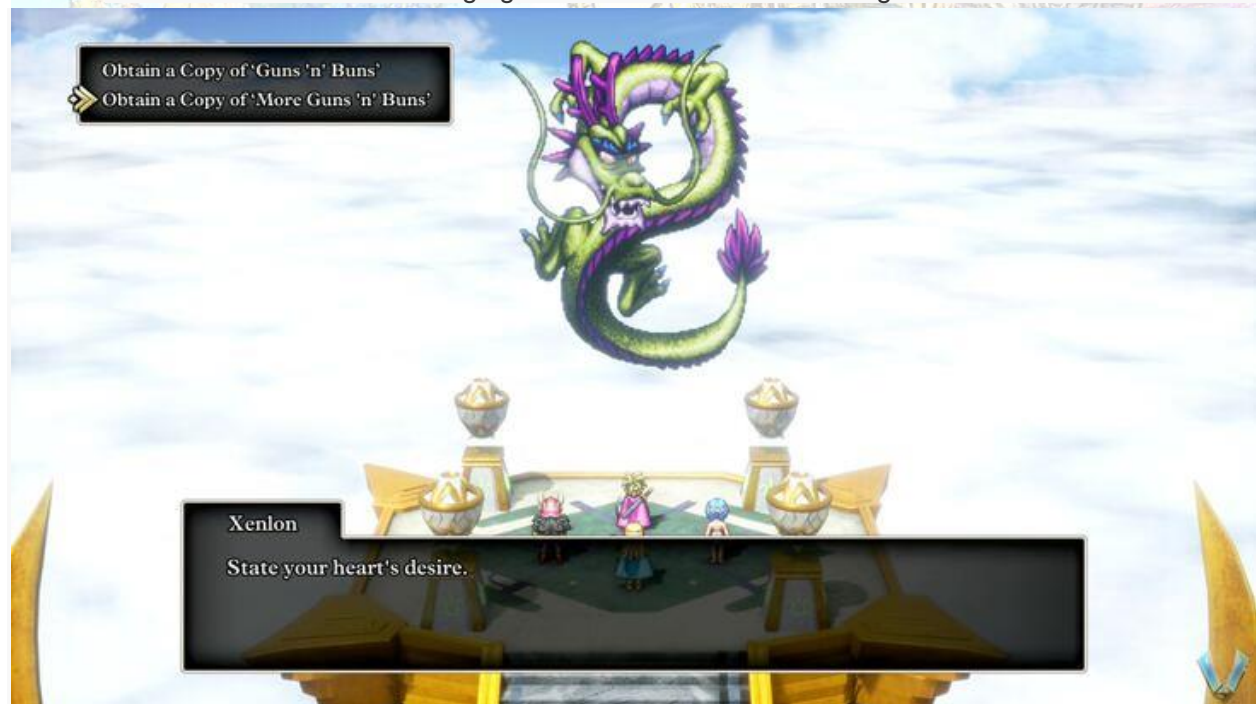
- **Compete in a New Monster Arena:** gives you a new Monster Arena in Jipang for the last 3 stages.
- **Bring Ortega Back to Life:** as it says, revives Ortega and sends him to Aliahan with mom. Not going to lie, I would recommend you leave this one second to last just

because it's very meh. There's just a handful of dialogue lines and that's it. You're never really going back to mom, especially since you can't heal anymore here.

- **Become History's Trendiest Hero:** allows you to go to the Alltrades Abbey and change the Hero's hair color. I definitely made her go blonde for a Super Saiyan look!
- **Obtain a Powerful Weapon:** nets you the **Rubiss Sword**. Fantastic weapon (I think it's the best one in the game) and everyone can use it regardless of job I believe.
- **Obtain a copy of "Guns 'n' Buns":** just that, nets you a copy of the personality book.
- ____: **THIS** is the important one! Xenlon will ask you if you're certain this is what you want. Say **YES** and he'll tell you about a rift. That's it. I'll go a lot more in detail in the [next page](#).

There's actually a hidden wish, a 7th wish that's not listed until you get all 6 wishes:

- **Obtain a copy of "More Guns 'n' Buns":** yeah, this one looks very similar to the previous one BUT obtaining this one will net you the book with the same name. Unlike the normal one, this one actually allows you to change into a Sage as many times as you want. I'm not kidding. It's not a consumable item, but instead it's an important item. Pretty cool so you can swap your sages to other jobs then being able to go back to Sage without the need of changing into a Gadabout and reaching lv.20 first.



Temple of Trials

Welcome! If you're here then it means you've defeated Xenlon and asked for the "___" wish. If that's so, then let's get started.

Fast travel back to Aliahan, go out to the world map and ride Ramia. From here go north-northeast and you'll see a very bright light in the distance, high up in the sky in the middle of the ocean.



Approach it and enter it to reach the new NEW dungeon. This one, as far as I know, was made for this remake so let's go through it together!

As soon as we enter, open your map and you'll see we have 5 ways to go, the northern path being blocked as of right now.



I numbered them so I can separate them in sections down below so it's easier for you to follow. Each one of the first **5** numbers represents a trial. You'll meet a silver flame you can talk to and they'll issue you your challenge. Each one is different but I have them all marked down below.

#1

For this one you'll want to go south from the starting point. As you do you'll also be able to find the **friendly monster Goobert**. Go invisible so it doesn't run away.



Proceed through the portal and you'll encounter the silver flame. He wants us to show him how many friendly monsters we've gotten. I'm pretty sure he wants 110. I had 114 at this point.

#2

For this challenge, the silver flame will ask you for several items. It often asks for 4 items (equipment), but when asking for consumable items, it asks you for 25. Regardless, below are all the items it requests in order and where you buy / get them:

- **Hardwood Headwear:** buy in Khoryv item shop.
- **Staff of Sentencing:** buy it Baharata equipment shop.
- **Epic Apron:** buy in Cityburg item shop.
- **Slime Earrings:** buy in Kol item shop.
- **Magic Water:** wants 25 of these. Buy in Cloudsgate Citadel item shop.
- **Elfin Elixir:** wants 25 of these. Buy in Faerie Village. Do note that each one of these costs 40,000 coins each. Yeah, if you're gonna buy them all they cost 1,000,000 coins. Yeah... I had 150,000 here. More info below about these Elfin Elixirs.



- **Flame Armor:** buy in Rimuldar equipment shop.

Ok, so about the Elfin Elixirs. Yes, you can only buy them in the Faerie Village, and if you remember correctly you can't buy them as a human so you need to transform into a faerie or a dwarf, but how since we game away the Mod Rod?

Easy! You need to fully complete the Monster Arena. The "last" Monster Arena is thought to be in Cantalin. However, you need to beat Xenlon and wish for the "New Monster Arena". This creates a new Monster Arena in Jipang where the last 2 rounds take place. In these last 2 you'll get the Mod Rod as a reward (how did they get it? Is it the same one we gave away? Is it a new one?). Not only that but you'll also get a TON of money, enough to buy all the Elfin Elixirs we need.

If you are having troubles with the Monster Arena, this is the lineup I ran for the last 2 rounds.



Once you give this stupid flame all the items you'll complete the trial.

#3

In this trial the silver flame asks us to bring pretty much all of the legendary equipment from the Hero.

- **Sword of Kings:** this is the sword we get in by getting the Orichalcum, the broken sword, and the person to fix it. In case you didn't use my guide:
 - Broken Sword: you get this one in the western house in [Cantalin](#).
 - Orichalcum: you get this one in [Damdara](#), in the stable in the southeastern corner.
 - To fix it: talk to the item shop owner in [Kol](#), then go to his house in Jipang to get his stuff and go back to him to get the sword repaired.
- **Auroral Helm:** similar to the sword, you need the helmet, a metal, and to fix it:
 - Helmet: you get this one in [Mur](#).
 - Zenithium: you get this one in [Gaia's Navel](#). You need to talk to the NPC with the green ! in [Quagmire Cave](#), then go to the northeastern house in Reeve to get a wrecking ball. Take this to Gaia's Navel and use it on the Zenithium.
 - To fix it: take the items to the Shrine of the Dwarf to get it fixed automatically.
- **Whip with Mini Medals:** this is the **Gringham Whip** and you need to find 105 Mini Medals 🪙 to get it.
- **Mod Rod:** Complete Rank 9 of the Monster Arena (in Cantalin).

Once you bring all the items you'll pass the trial.

#4

Unlike all the previous challenges, this is more like a combat trial. In this one, as you talk to the silver flame it'll tell you that only **Axes** and **Staves** are allowed to be used here.

Ok, that sounds weird. So what happens if you bring characters that use anything other than axes and staves? Well, you'll get a ridiculous debuff that prevents you from doing any kind of damage (you'd do around 20 dmg. per hit regardless of type of attack) while you'll be taking THOUSANDS of damage in one hit. Yeah, pretty much you're dead.

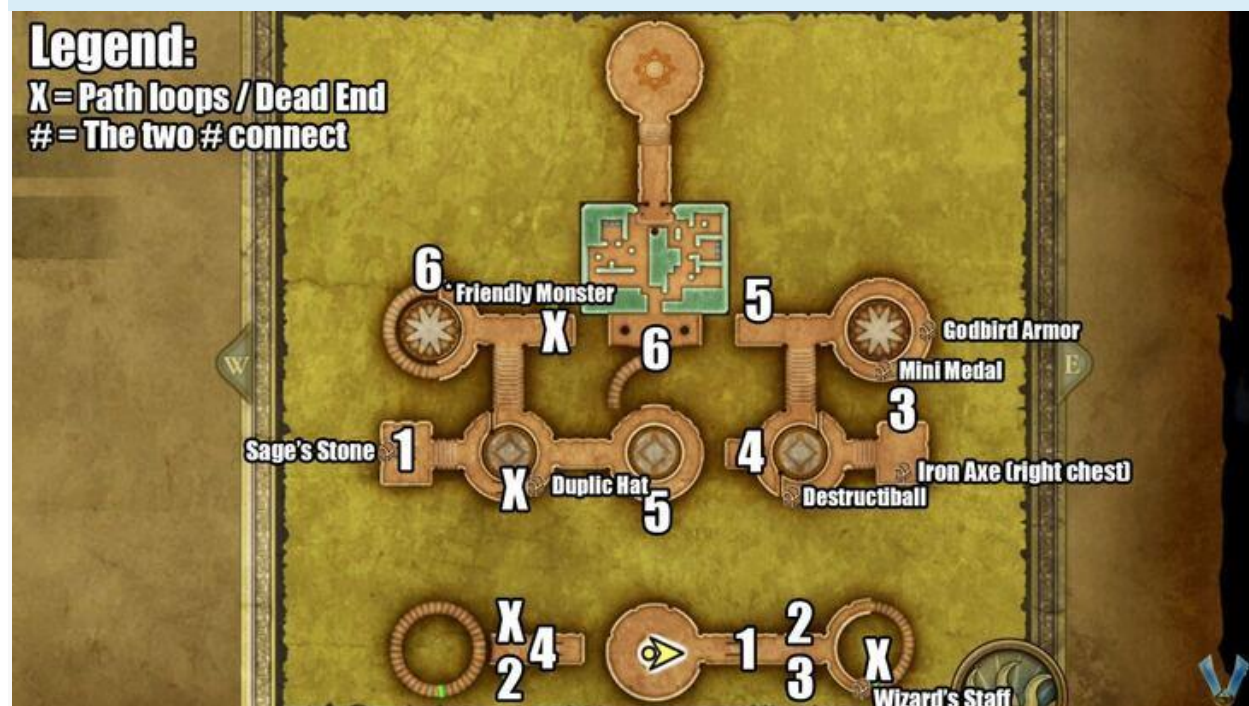
That being said, let me rant here a little bit: this is probably the worst design in the game, and of course it had to come as something new to the remake. Why is it so bad? Well, the entire game allows you to be extremely flexible with your party, allowing you to run pretty much any kind of party you want. You like Gadabout? Take 3 of them if you want. Take 3 Sages, 3 Priests, 3 Mages, etc. The game never restricts you and even encourages you to swap around jobs to gain more abilities / spells and increase your base stats.

However, after spending literal HOURS griding before the fight against Xenlon, we are now quite literally forced to swap jobs to one that we might not even like AND even forcing us to go farm levels once again. To make things worse, there are 2 trials like this (this one and #5). Both are exactly the same, but the 2 weapon choices change.

Having said that though, this is probably the only spot (besides farming levels) where I HIGHLY recommend you drop the difficulty to Dracky Quest. If you just want to complete this optional dungeon (going for all trophy/achievements maybe?) then do that. If you're someone who has all the time in the world and wants to do this the "right" way, then by all means swap jobs, farm levels a couple more hours, and come back. Personally, I dropped the difficulty to Dracky Quest for both this trial and #5, just to be completely transparent with you.

AUTHOR NOTE

Before you even try this trial (and #5 for that matter), **MAKE ABSOLUTELY SURE** to save your game before hand and bring at least 1 character with the spell Blasto. You **NEED** this for the monster at the end. Sages and Priests learn it.



Now, before we start note that there's a whopping 11 chests in this place. Most of these are Pandora's Boxes (the strongest version of the Mimics) and are definitely not worth fighting. I'm only adding the chests that have something in the map above. If the chest is not in the map, it's a Pandora's Box.

Another thing is that all of the paths and staircases lead to "random" spots in the map. It's not really random but I have all the paths marked above. The ones that don't lead to the exit are pretty much paths that keep you in a loop.

The 3 things worth getting here are the **Mini Medal**  and the **Godbird Armor** on the upper right side...



And on the upper left side you can find the **friendly monster Goldie**.



At the end you'll reach a puzzle where you need to move rocks around and place them onto blue squares similar to the one we found in Edina's basement. Unlike that one though, this one has 6 rocks for us to push, 3 on the left and 3 of the right. We'll be doing these separately.



- Move 3 up once, right once, down once, right once.
- Move 2 up once.

- Move **1** right once.
- Move **2** right once, up 3 times, left once, up once and place it on the left blue square.
- Move **1** up once, left once, up 3 times, right once and place it on the right blue square.
- Move **3** left twice, up once, and up all the way onto the last blue square.

And with this we'll have this side complete. Head on over to the right side now.



- Move **1** down once, left 4 times, down twice, right once, down once, 3 times right, up once, and right onto the blue square.
- Move **3** right 3 times, left 4 times, up once, right once, up 5 times, right once, down once, right 3 times, down once and right onto blue square.
- Move **2** down once, left 5 times, up once, right once, up 5 times, right once, down once, right all the way onto the blue square.

This one was much easier!

Once you've completed this head north and you'll find the silver flame. Talking to it will start a fight against 2 waves of Pandora's Boxes.

FIGHT: PANDORA'S BOXES

These guys are different from your normal Pandora's Box fights. These are much harder because they can act 3 times per turn and have some extremely powerful attacks.

Do note though that the enemies in the 2 waves are different. In the first wave you'll have 2 normal Pandora's Boxes. They only attack you and are pretty easy to kill. However, in the second wave you'll have 4 of them and these are the ones that are different.

Different how? Well, for starters they are much stronger than the normal ones. Besides that they can also cast some powerful spells that can wipe the floor with your party. If that wasn't enough, these

suckers also have **Omniheal**. This is a spell only your Hero can learn I believe and it fully heals all party members. Yeah, this is extremely useful but in the hands of enemies... not so much.

They also seems to have an infinite amount of MP so there's no need to drain their MP. The only way I found about killing them is by using **Blasto**. This is the reason why I recommended it above. Using this you can blast the enemy away. This way you don't need to worry about their HP, or about them healing the enemy party. I swear I went over 40 minutes fighting these guys in Dracky Quest difficulty without watching the screen. I thought there were 10 waves of these enemies... but nope, they just kept healing.

Yeah, if you don't have Blasto and you can't kill them, you'll be stuck in a loop here forever, forcing you to reset the game since you can't run away, you can't die and you can't kill them. This is the reason why I also recommended you to save your game despite playing on super easy difficulty.

Do be VERY careful though. The enemies can cast Bounce on themselves and if you hit one of them with Blasto your party member will be blown away, getting you stuck in the loop.

Completing this fight will complete this trial.

#5



This trial is very similar to the previous one, but in this one the only weapons we can use are **Claws** and **Boomerangs**. The rant and the note I made about the Blasto spell still remain as well.

Unlike the previous trial, this one is all about teleporters. Some of them take you back to the start (those are marked with an **X** on the map above) so ignore those. And also like the previous trial, there's a ton of chests here and most of them are Pandora's Boxes so I'll be omitting those from the map so if you see a chest and it's not on the map, it's an enemy.

Similar to the previous trial, there's a couple of goodies in this one, like a **Mini Medal** 🏆.



And the **friendly monster Barry Moss**. Of course there are also some pieces of equipment that are really good.



Once you reach the center puzzle of the trial you'll see we have these blue and red arrows that change your movement. This is just like the Tower of Rubiss so I'll add the directions here.

BLUE - RED YOU PRESS	BLUE - RED YOU GET	RED - BLUE YOU PRESS	RED - BLUE YOU GET
Up 	Right 	Up 	Left 
Down 	Left 	Down 	Right 
Left 	Up 	Left 	Down 
Right 	Down 	Right 	Up 

Make sure to check your map as you go because some of these paths are dead ends. Once you reach the southern portal take it to reach the silver flame on the northern side. Talk to him to get another fight against the same Pandora's Boxes as before. Fight against 2 normal ones, then against the 4 that can cast Omniheal. Use Blasto just like you previously did.

#6

After completing all 5 previous trials the northern door will open up. Head back, heal up, save your game, fast travel back and go north through the door and use the portal. Afterwards simply follow the long path.

As you go you'll eventually see **Xenlon**. He's actually a **friendly monster** and probably the last one you'll need to recruit. He's also called **Xenwrong**.



Continue now until you reach the end.

BOSS FIGHT: GRAND DRAGON



Welcome to the very last boss fight of the game. This guy, just like Xenlon, will be either absolutely powerful, or you can beat it without an issue.

A few things to note when fighting this boss:

1. This boss is, for all intents and purposes, a stronger version of Xenlon. The fight feels very similar.
2. Unlike most bosses, it's best if you use, for the most part, physical attacks. It seems this is what does the most damage against this boss.
3. Following the point above, the boss's physical attacks are stronger than its magic and breath attacks.

As you can tell from the list below... yeah, he has a LOT of attacks. He has a fire spell and breath attack, an ice breath attack, can inflict paralysis, confusion and fear. Can lower attack and defense and even heal himself. The good thing is that he doesn't remove our buffs so that's a plus at least.

So what's the plan here? Well, for equipment it should be pretty obvious: equip your stuff that lowers damage against ice and fire, or better yet breath attacks. Both of his breath attacks hit pretty hard (a fire and an ice one) and his fire spell Kasizz doesn't really do much, at least for me. Protecting against those is the best thing you can do. At this point you should have 2 Meteorite Bracelets. Equip these to your healers/buffers. The boss is pretty fast so you want to go first at least with them to heal up.

Equip your best equipment that increases defense because his physical attacks are no joke, especially since he can cast Sap and Kasap. Make sure to continuously cast Kabuff on your party to keep your defenses up because this guy can pack quite a punch. Of course you still want to cast and maintain Magic Barrier and Insulate to lower the incoming damage as much as you can.


Like I said above, use physical attacks to deal with this guy, especially abilities that hit multiple times like the Monster Wrangler's Monster Pile-On or the Warrior's Sword Dance. If your magic users have the time, have them cast magic on the boss, but mainly focus on keeping your party alive.




Overall this is a very difficult fight, but it's one of those fights where if you find it too difficult, the only thing you can do is just go back to the ??? Dungeon and level up some more. If it helps, try to make your magic users into Warriors and change their personality to increase their defense quite a bit. There's nothing really to do after this fight so you might as well go all out and make all the changes you want/need.

- **Attack:** hits one character with a physical attack.
- **Scorch:** hits all party members with a fire breath attack.
- **Sap:** lowers a character's defense.
- **Kasap:** lowers the party's defense.
- **Kasizz:** high fire magic damage to the party.
- **Multifists:** randomly hits 4 times to random party members.
- **Spooky Aura:** lowers a party member's magical resistance.
- **Shout:** inflicts fear on the party.
- **C-C-Cold Breath:** hits all party members with an ice breath attack.
- **Burning Breath:** inflicts paralysis on all party members.
- **Attack Attacker:** hits a party member and lowers their attack.
- **Kazap:** hits all party members with a strong spell.
- **Fuddle:** inflicts confusion to one party member.
- **Meditate:** heals himself for 500 HP.

After the fight you'll be given the **Grand Medal** and a trophy/achievement. Congrats on officially beating the game. I don't think you can do anything with the Grand Medal, but if you can let me know down below.

Enemy Database

<p>001 Slime Numerical Order</p>  <p>Perform Action</p> <p>Primary Habitat Aliahan Region Promontory Passage and Elsewhere</p> <table> <tr><td>Experience:</td><td>4</td></tr> <tr><td>Gold Coins:</td><td>1</td></tr> <tr><td>No. Defeated:</td><td>121</td></tr> <tr><td>Total Experience:</td><td>484</td></tr> <tr><td>Total Gold Coins:</td><td>121</td></tr> <tr><td>Item Dropped:</td><td>Medicinal Herb</td></tr> </table> <p>Description Gorgeous globs of goo that are loathed as monsters almost as much as they are loved as mascots. Honestly, just look at that cheeky smile...</p>	Experience:	4	Gold Coins:	1	No. Defeated:	121	Total Experience:	484	Total Gold Coins:	121	Item Dropped:	Medicinal Herb	<p>002 Stark Raven Numerical Order</p>  <p>Perform Action</p> <p>Primary Habitat Aliahan Region Promontory Passage and Elsewhere</p> <table> <tr><td>Experience:</td><td>8</td></tr> <tr><td>Gold Coins:</td><td>2</td></tr> <tr><td>No. Defeated:</td><td>57</td></tr> <tr><td>Total Experience:</td><td>456</td></tr> <tr><td>Total Gold Coins:</td><td>114</td></tr> <tr><td>Item Dropped:</td><td>Chimaera Wing</td></tr> </table> <p>Description Colossal crows that mate with their corvidesque companions for life. When presented with a potential partner, the pair exchange skulls in place of wedding vows.</p>	Experience:	8	Gold Coins:	2	No. Defeated:	57	Total Experience:	456	Total Gold Coins:	114	Item Dropped:	Chimaera Wing
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<p>003 Bunicorn Numerical Order</p>  <p>Perform Action</p> <p>Primary Habitat Aliahan Region Reeve Region and Elsewhere</p> <table> <tr><td>Experience:</td><td>3</td></tr> <tr><td>Gold Coins:</td><td>1</td></tr> <tr><td>No. Defeated:</td><td>43</td></tr> <tr><td>Total Experience:</td><td>360</td></tr> <tr><td>Total Gold Coins:</td><td>43</td></tr> <tr><td>Item Dropped:</td><td>Seed of Agility</td></tr> </table> <p>Description These rabid rabbits store strength in the huge horns on their heads, using it to augment their attacks when fighting foes.</p>	Experience:	3	Gold Coins:	1	No. Defeated:	43	Total Experience:	360	Total Gold Coins:	43	Item Dropped:	Seed of Agility	<p>004 Antnibbler Numerical Order</p>  <p>Perform Action</p> <p>Primary Habitat Aliahan Region Dreamer's Tower and Elsewhere</p> <table> <tr><td>Experience:</td><td>16</td></tr> <tr><td>Gold Coins:</td><td>3</td></tr> <tr><td>No. Defeated:</td><td>93</td></tr> <tr><td>Total Experience:</td><td>1,488</td></tr> <tr><td>Total Gold Coins:</td><td>279</td></tr> <tr><td>Item Dropped:</td><td>Leather Hat</td></tr> </table> <p>Description Though their twisty tongues and keen claws are likely to leave long-lasting lacerations, these monsters prefer to eat ants over adventurers.</p>	Experience:	16	Gold Coins:	3	No. Defeated:	93	Total Experience:	1,488	Total Gold Coins:	279	Item Dropped:	Leather Hat
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<p>005 Butterfly Numerical Order</p>  <p>Perform Action</p> <p>Primary Habitat Dreamer's Tower Path of Promise and Elsewhere</p> <table> <tr><td>Experience:</td><td>6</td></tr> <tr><td>Gold Coins:</td><td>1</td></tr> <tr><td>No. Defeated:</td><td>46</td></tr> <tr><td>Total Experience:</td><td>276</td></tr> <tr><td>Total Gold Coins:</td><td>46</td></tr> <tr><td>Item Dropped:</td><td>Dazzle-Me-Not</td></tr> </table> <p>Description Each flap of their fragile wings sends forth a fine cloud of scales, which causes their prey to hallucinate when inhaled, allowing them to swoop in for a quick bite.</p>	Experience:	6	Gold Coins:	1	No. Defeated:	46	Total Experience:	276	Total Gold Coins:	46	Item Dropped:	Dazzle-Me-Not	<p>006 Toady Numerical Order</p>  <p>Perform Action</p> <p>Primary Habitat Dreamer's Tower Reeve Region</p> <table> <tr><td>Experience:</td><td>20</td></tr> <tr><td>Gold Coins:</td><td>3</td></tr> <tr><td>No. Defeated:</td><td>43</td></tr> <tr><td>Total Experience:</td><td>900</td></tr> <tr><td>Total Gold Coins:</td><td>133</td></tr> <tr><td>Item Dropped:</td><td>Medicinal Herb</td></tr> </table> <p>Description Amphibian abominations that propel their tongues to drag in prey before it can react. Questionable table manners though they may have, these croakers are cracking crooners.</p>	Experience:	20	Gold Coins:	3	No. Defeated:	43	Total Experience:	900	Total Gold Coins:	133	Item Dropped:	Medicinal Herb
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<p>007 Bubble Slime Numerical Order</p>  <p>Perform Action</p> <p>Primary Habitat Dreamer's Tower Reeve Region and Elsewhere</p> <table> <tr><td>Experience:</td><td>16</td></tr> <tr><td>Gold Coins:</td><td>3</td></tr> <tr><td>No. Defeated:</td><td>49</td></tr> <tr><td>Total Experience:</td><td>784</td></tr> <tr><td>Total Gold Coins:</td><td>98</td></tr> <tr><td>Item Dropped:</td><td>Antidotal Herb</td></tr> </table> <p>Description Every relationship is toxic when your body is coated in poison. These loveborn infatuationists are always on the lookout for romance, but are destined to struggle to even get a hug.</p>	Experience:	16	Gold Coins:	3	No. Defeated:	49	Total Experience:	784	Total Gold Coins:	98	Item Dropped:	Antidotal Herb	<p>008 Prestidigitator Numerical Order</p>  <p>Perform Action</p> <p>Primary Habitat Dreamer's Tower Path of Promise and Elsewhere</p> <table> <tr><td>Experience:</td><td>24</td></tr> <tr><td>Gold Coins:</td><td>5</td></tr> <tr><td>No. Defeated:</td><td>37</td></tr> <tr><td>Total Experience:</td><td>888</td></tr> <tr><td>Total Gold Coins:</td><td>185</td></tr> <tr><td>Item Dropped:</td><td>Holy Water</td></tr> </table> <p>Description These one-time humans were transmogrified into monsters when their magnanimous motivations for mastering magic mutated into malevolent machinations.</p>	Experience:	24	Gold Coins:	5	No. Defeated:	37	Total Experience:	888	Total Gold Coins:	185	Item Dropped:	Holy Water
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<div>009 Waspion</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Dreamer's Tower</div> <div>Reeve Region</div> <div>and Elsewhere</div> </div> <div> <div>Experience: 16</div> <div>Gold Coins: 2</div> <div>No. Defeated: 25</div> <div>Total Experience: 400</div> <div>Total Gold Coins: 50</div> <div>Item Dropped: Seed of Luck</div> </div> <div> <div>Description</div> <div>Airborne annoyances that flutter to deceive—their stingers are devoid of venom, causing many of them to suffer from wicked impostor syndrome.</div> </div> </div>	<div>010 Healslime</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Reeve Region</div> <div>Asham Region</div> <div>and Elsewhere</div> </div> <div> <div>Experience: 22</div> <div>Gold Coins: 5</div> <div>No. Defeated: 60</div> <div>Total Experience: 1,320</div> <div>Total Gold Coins: 300</div> <div>Item Dropped: Seed of Strength</div> </div> <div> <div>Description</div> <div>Though possessing the power to memorise all manner of magic, their commitment to the Heal spell is unwavering—they never cast anything else!</div> </div> </div>
<div>011 Spiked Hare</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Reeve Region</div> <div>Path of Promise</div> <div>and Elsewhere</div> </div> <div> <div>Experience: 16</div> <div>Gold Coins: 3</div> <div>No. Defeated: 36</div> <div>Total Experience: 576</div> <div>Total Gold Coins: 108</div> <div>Item Dropped: Seed of Agility</div> </div> <div> <div>Description</div> <div>These barbaric bunnies like to put their foes to sleep before harnessing their horns to attack. The worst kind of wake-up call.</div> </div> </div>	<div>012 Antgobbler</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Path of Promise</div> </div> <div> <div>Experience: 20</div> <div>Gold Coins: 4</div> <div>No. Defeated: 22</div> <div>Total Experience: 440</div> <div>Total Gold Coins: 88</div> <div>Item Dropped: Medicinal Herb</div> </div> <div> <div>Description</div> <div>All the ants they've eaten have granted them immense strength, enabling them to slash through solid stone with a swipe of their claws.</div> </div> </div>
<div>013 Killerpillar</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Path of Promise</div> <div>Romaria/Khoryv Region</div> <div>and Elsewhere</div> </div> <div> <div>Experience: 28</div> <div>Gold Coins: 7</div> <div>No. Defeated: 17</div> <div>Total Experience: 476</div> <div>Total Gold Coins: 119</div> <div>Item Dropped: Seed of Defence</div> </div> <div> <div>Description</div> <div>Large larvae that are sluggish when crawling but can reach stupendous speeds when they roll up into a ball.</div> </div> </div>	<div>014 Toxic Toad</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Romaria/Khoryv Region</div> </div> <div> <div>Experience: 24</div> <div>Gold Coins: 5</div> <div>No. Defeated: 18</div> <div>Total Experience: 432</div> <div>Total Gold Coins: 90</div> <div>Item Dropped: Antidotal Herb</div> </div> <div> <div>Description</div> <div>Poisonous pests whose harmful secretions cause crops to wither and waste away in their wake. The arch-nemesis of farmers the world over.</div> </div> </div>
<div>015 Vladdy</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Romaria/Khoryv Region</div> <div>Skyfell Tower</div> </div> <div> <div>Experience: 48</div> <div>Gold Coins: 8</div> <div>No. Defeated: 32</div> <div>Total Experience: 1,536</div> <div>Total Gold Coins: 256</div> <div>Item Dropped: Divine Dagger</div> </div> <div> <div>Description</div> <div>Demonic delinquents that stalk the dark of night in their dapper three-piece suits and bow-ties. If they have a preferred tailor, they do a great job of keeping them secret.</div> </div> </div>	<div>016 Putrefido</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Romaria/Khoryv Region</div> <div>Norvik Region</div> </div> <div> <div>Experience: 52</div> <div>Gold Coins: 9</div> <div>No. Defeated: 68</div> <div>Total Experience: 3,536</div> <div>Total Gold Coins: 612</div> <div>Item Dropped: Seed of Life</div> </div> <div> <div>Description</div> <div>Undead dogs reanimated by mysterious means. Though they wander with little purpose, drooling as they shuffle, they are known to befriend humans.</div> </div> </div>

017 Scornet

Numerical Order



Experience:	44
Gold Coins:	5
No. Defeated:	30
Total Experience:	1,320
Total Gold Coins:	150
Item Dropped:	Moonwort Bulb

✖ Perform Action

Primary Habitat
Romaria/Khory Region
Skyfell Tower

Description
It is said that wargs attack people in black, but scornets are not so picky—old rags, haute couture or even someone starker, they go after everyone regardless of outfit.

018 Crabid

Numerical Order



Experience:	32
Gold Coins:	6
No. Defeated:	75
Total Experience:	2,400
Total Gold Coins:	450
Item Dropped:	Tortoise Shell

✖ Perform Action

Primary Habitat
Romaria/Khory Region
Skyfell Tower
and Elsewhere

Description
These decapod deviants might look vicious to the untrained eye, but really they are cowards who will call for backup as soon as the going gets tough.

019 Restless Armour

Numerical Order



Experience:	124
Gold Coins:	16
No. Defeated:	81
Total Experience:	6,448
Total Gold Coins:	832
Item Dropped:	Copper Sword

✖ Perform Action

Primary Habitat
Romaria/Khory Region
Skyfell Tower
and Elsewhere

Description
Warriors from an ancient era whose souls inhabit their otherwise empty plates. Though their armour shows signs of rust, their skills do not, and their blades are well whetted.

020 Cumulus

Numerical Order



Experience:	64
Gold Coins:	8
No. Defeated:	83
Total Experience:	5,120
Total Gold Coins:	276
Item Dropped:	Dazzle-Me-Not

✖ Perform Action

Primary Habitat
Skyfell Tower
Norvik Region
and Elsewhere

Description
Clouds of condensed vapour whose disconcerting grin does little to ingratiate them with meteorologists.

021 Funghoul

Numerical Order



Experience:	56
Gold Coins:	7
No. Defeated:	24
Total Experience:	1,344
Total Gold Coins:	168
Item Dropped:	Medicinal Herb

✖ Perform Action

Primary Habitat
Skyfell Tower
Near the Pyramid

Description
Ghastly fungi that thrive in dark recesses. A single sniff of their soporific Sweet Breath is enough to send even the most caffeinated traveller straight to sleep.

022 Illerpillar

Numerical Order



Experience:	102
Gold Coins:	10
No. Defeated:	42
Total Experience:	4,284
Total Gold Coins:	420
Item Dropped:	Antidotal Herb

✖ Perform Action

Primary Habitat
Skyfell Tower
Norvik Region
and Elsewhere

Description
These lugubrious larvae consume quantities of toxic weeds, enabling them to exhale poisonous breath. They dream of the day they can spread their wings as beautiful butterflies.

023 Raven Lunatic

Numerical Order



Experience:	110
Gold Coins:	10
No. Defeated:	37
Total Experience:	4,070
Total Gold Coins:	370
Item Dropped:	Seed of Agility

✖ Perform Action

Primary Habitat
Norvik Region
Underground Lake
and Elsewhere

Description
Widely derided as harbingers of calamity, these cruel crows can crush the rocks they hold in their claws with consummate ease.

024 Bullmustiff

Numerical Order










Experience:	116
Gold Coins:	12
No. Defeated:	70
Total Experience:	8,120
Total Gold Coins:	840
Item Dropped:	Seed of Wisdom

✖ Perform Action

Primary Habitat
Norvik Region
Underground Lake
and Elsewhere

Description
Maggot-ridden mutts that died and never went to doggy heaven. Now they roam the land looking to weaken their enemies and earn the edge in battle.

<div>025 Shade</div> <div>  </div> <div> <div> <div>Primary Habitat</div> <div>Norsik Region</div> <div>Pyramid</div> </div> <div>and Elsewhere</div> </div> <div> <div> <div>Experience: 77</div> <div>Gold Coins: 77</div> <div>No. Defeated: 57</div> <div>Total Experience: 77</div> <div>Total Gold Coins: 77</div> <div>Item Dropped: 77</div> </div> <div> <div>Description</div> <div>Paranormal malformities awash with the life force of other monsters. Their shadowy form obscures their true nature—a visage too terrible to ever divulge to the world.</div> </div> </div>	<div>026 Morphean Mushroom</div> <div>  </div> <div> <div> <div>Primary Habitat</div> <div>Underground Lake</div> <div>Portoga Region</div> </div> <div>and Elsewhere</div> </div> <div> <div> <div>Experience: 106</div> <div>Gold Coins: 9</div> <div>No. Defeated: 25</div> <div>Total Experience: 2,650</div> <div>Total Gold Coins: 225</div> <div>Item Dropped: Seed of Luck</div> </div> <div> <div>Description</div> <div>Former mushrooms that morphed into monsters when hungry humans attempted to pick them. It should come as no surprise that these unfun guys despise people.</div> </div> </div>
<div>027 Drac The Vlad</div> <div>  </div> <div> <div> <div>Primary Habitat</div> <div>Underground Lake</div> <div>Portoga Region</div> </div> <div>and Elsewhere</div> </div> <div> <div> <div>Experience: 120</div> <div>Gold Coins: 11</div> <div>No. Defeated: 45</div> <div>Total Experience: 5,400</div> <div>Total Gold Coins: 495</div> <div>Item Dropped: Chimacra Wing</div> </div> <div> <div>Description</div> <div>Blood-sucking buddies who refuse point-blank to go near male arteries—except on the battlefield, where any blood becomes potable!</div> </div> </div>	<div>028 Betterfly</div> <div>  </div> <div> <div> <div>Primary Habitat</div> <div>Underground Lake</div> <div>Ibis Region</div> </div> <div>and Elsewhere</div> </div> <div> <div> <div>Experience: 72</div> <div>Gold Coins: 7</div> <div>No. Defeated: 35</div> <div>Total Experience: 2,520</div> <div>Total Gold Coins: 245</div> <div>Item Dropped: Poison Needle</div> </div> <div> <div>Description</div> <div>More barbaric than their butterfly brethren, these winged inconveniences like to tease their targets before discharging a volley of magical spells.</div> </div> </div>
<div>029 Vampire Cat</div> <div>  </div> <div> <div> <div>Primary Habitat</div> <div>Asham Region</div> <div>Near the Pyramid</div> </div> <div>and Elsewhere</div> </div> <div> <div> <div>Experience: 110</div> <div>Gold Coins: 9</div> <div>No. Defeated: 34</div> <div>Total Experience: 3,540</div> <div>Total Gold Coins: 306</div> <div>Item Dropped: Cat Sulf</div> </div> <div> <div>Description</div> <div>Cats like bats that flap about and nullify the spell-casting potential of opponents who rely on magic.</div> </div> </div>	<div>030 Jackanape</div> <div>  </div> <div> <div> <div>Primary Habitat</div> <div>Asham Region</div> </div> <div>and Elsewhere</div> </div> <div> <div> <div>Experience: 140</div> <div>Gold Coins: 13</div> <div>No. Defeated: 14</div> <div>Total Experience: 1,960</div> <div>Total Gold Coins: 182</div> <div>Item Dropped: Seed of Strength</div> </div> <div> <div>Description</div> <div>Powerful primates that are quick to anger at even the slightest inconvenience. Best give these bad-humoured bullies the wide berth they demand.</div> </div> </div>
<div>031 Crabber Dabber Doo</div> <div>  </div> <div> <div> <div>Primary Habitat</div> <div>Ibis Region</div> <div>Near the Pyramid</div> </div> <div>and Elsewhere</div> </div> <div> <div> <div>Experience: 152</div> <div>Gold Coins: 26</div> <div>No. Defeated: 21</div> <div>Total Experience: 3,192</div> <div>Total Gold Coins: 546</div> <div>Item Dropped: Bronze Shield</div> </div> <div> <div>Description</div> <div>Any time is feeding time for these ravenous crabs with insatiable appetites. They're always salivating at the prospect of tucking into an unwary adventurer or two.</div> </div> </div>	<div>032 Mummy Boy</div> <div>  </div> <div> <div> <div>Primary Habitat</div> <div>Ibis Region</div> <div>Pyramid</div> </div> <div>and Elsewhere</div> </div> <div> <div> <div>Experience: 100</div> <div>Gold Coins: 8</div> <div>No. Defeated: 127</div> <div>Total Experience: 12,700</div> <div>Total Gold Coins: 1,016</div> <div>Item Dropped: Magic Water</div> </div> <div> <div>Description</div> <div>The priests who performed the burial rites on these deadbats would rise from their own graves if they could see the state of their bundages now.</div> </div> </div>

<div>033 Grillerpillar</div> <div>Numerical Order</div> <div>  <div> <div>Experience: 144</div> <div>Gold Coins: 14</div> <div>No. Defeated: 55</div> <div>Total Experience: 7,920</div> <div>Total Gold Coins: 770</div> <div>Item Dropped: Seed of Wisdom</div> </div> </div> <div> <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Ibis Region</div> <div>Near the Pyramid</div> <div>and Elsewhere</div> </div> <div> <div>Description</div> <div>Spewing flames all day can take its toll on one's throat. These larvae can lessen that burning sensation and get straight back to spitting fire by drinking some molten lava.</div> </div> </div>	<div>034 Overload</div> <div>Numerical Order</div> <div>  <div> <div>Experience: 140</div> <div>Gold Coins: 16</div> <div>No. Defeated: 74</div> <div>Total Experience: 10,360</div> <div>Total Gold Coins: 1,184</div> <div>Item Dropped: Thorn Whip</div> </div> </div> <div> <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Pyramid</div> <div>Jipang Region</div> <div>and Elsewhere</div> </div> <div> <div>Description</div> <div>Kings among toadfolk, they love to sing, but are more monotone than burtons. This makes for boring ballads that put people to sleep more often than not.</div> </div> </div>
<div>035 Bag O' Laughs</div> <div>Numerical Order</div> <div>  <div> <div>Experience: 40</div> <div>Gold Coins: 121</div> <div>No. Defeated: 25</div> <div>Total Experience: 1,020</div> <div>Total Gold Coins: 3,055</div> <div>Item Dropped: Mush</div> </div> </div> <div> <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Pyramid</div> <div>Kidnapper's Cave</div> </div> <div> <div>Description</div> <div>Burlap sacks filled with humour and good cheer. They delight in being the centre of attention, and bag every opportunity to crack a cringe-worthy dad joke.</div> </div> </div>	<div>036 Mummy</div> <div>Numerical Order</div> <div>  <div> <div>Experience: 124</div> <div>Gold Coins: 9</div> <div>No. Defeated: 75</div> <div>Total Experience: 9,300</div> <div>Total Gold Coins: 675</div> <div>Item Dropped: Holy Water</div> </div> </div> <div> <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Pyramid</div> <div>and Elsewhere</div> </div> <div> <div>Description</div> <div>These sad souls believed in the afterlife until they reawakened like this. Now, they despise all life and shamble about looking to add more to their ranks.</div> </div> </div>
<div>037 Cannibox</div> <div>Numerical Order</div> <div>  <div> <div>Experience: 1,212</div> <div>Gold Coins: 92</div> <div>No. Defeated: 7</div> <div>Total Experience: 8,484</div> <div>Total Gold Coins: 644</div> <div>Item Dropped: Sage's Elixir</div> </div> </div> <div> <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Pyramid</div> <div>and Elsewhere</div> </div> <div> <div>Description</div> <div>Tricky chests that lure in avaricious adventurers with the prospect of treasure, when all that awaits is the pain of a powerful bite.</div> </div> </div>	<div>038 Lump Wizard</div> <div>Numerical Order</div> <div>  <div> <div>Experience: 202</div> <div>Gold Coins: 12</div> <div>No. Defeated: 2</div> <div>Total Experience: 404</div> <div>Total Gold Coins: 24</div> <div>Item Dropped: Seed of Luck</div> </div> </div> <div> <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Portage Region</div> </div> <div> <div>Description</div> <div>The skin on these jellyheads is said to be so supple that it could cover an entire living room floor when stretched, like some weird rubbery carpet.</div> </div> </div>
<div>039 Mushroom Mage</div> <div>Numerical Order</div> <div>  <div> <div>Experience: 215</div> <div>Gold Coins: 12</div> <div>No. Defeated: 19</div> <div>Total Experience: 4,142</div> <div>Total Gold Coins: 228</div> <div>Item Dropped: Magic Water</div> </div> </div> <div> <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Baharata Region</div> <div>and Elsewhere</div> </div> <div> <div>Description</div> <div>Foul fungi with a deep-seated disdain for mushroom pickers. They are skilled spell casters and have significantly more smarts than their mush-brained kin.</div> </div> </div>	<div>040 Rumble Bee</div> <div>Numerical Order</div> <div>  <div> <div>Experience: 326</div> <div>Gold Coins: 10</div> <div>No. Defeated: 53</div> <div>Total Experience: 11,678</div> <div>Total Gold Coins: 530</div> <div>Item Dropped: Strong Medicine</div> </div> </div> <div> <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Baharata Region</div> <div>Tower of Transcendence</div> <div>and Elsewhere</div> </div> <div> <div>Description</div> <div>Insectoid irritations with improbable intelligence, they excel at the Sizz spell and flee at the first sign of defeat. Cowardice is the better part of valour, after all.</div> </div> </div>

<div>041 Rottenweiler</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> </div> <div> <div>Primary Habitat</div> <div>Baharata Region</div> <div>Near Allrades Abbey</div> <div>and Elsewhere</div> </div> </div> <div> <div>Experience: 264</div> <div>Gold Coins: 15</div> <div>No. Defeated: 60</div> <div>Total Experience: 15,840</div> <div>Total Gold Coins: 900</div> <div>Item Dropped: Seed of Life</div> </div> <div> <div>Description</div> <div>Cavids that succumbed to starvation only to be resurrected by dark devices. A phantom hunger now besets their bellies as they search for their next unfulfilling meal.</div> </div>	<div>042 Lump Mage</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> </div> <div> <div>Primary Habitat</div> <div>Kidnapper's Cave</div> <div>Near Allrades Abbey</div> <div>and Elsewhere</div> </div> </div> <div> <div>Experience: 320</div> <div>Gold Coins: 16</div> <div>No. Defeated: 30</div> <div>Total Experience: 10,980</div> <div>Total Gold Coins: 544</div> <div>Item Dropped: Angel Bell</div> </div> <div> <div>Description</div> <div>Sufferers of low self-esteem, these shy sorcerers are ashamed to have their bodies on display and so cast Dazzle to impair the vision of their would-be observers.</div> </div>
<div>043 Hell Niño</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> </div> <div> <div>Primary Habitat</div> <div>Baharata Region</div> <div>and Elsewhere</div> </div> </div> <div> <div>Experience: 282</div> <div>Gold Coins: 19</div> <div>No. Defeated: 34</div> <div>Total Experience: 9,588</div> <div>Total Gold Coins: 646</div> <div>Item Dropped: Seed of Luck</div> </div> <div> <div>Description</div> <div>Scorching clouds of pyroclastic pollution, they will spew flames until they turn to soot if no one tells them to stop.</div> </div>	<div>044 Antguzzler</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> </div> <div> <div>Primary Habitat</div> <div>Baharata Region</div> <div>Near Allrades Abbey</div> <div>and Elsewhere</div> </div> </div> <div> <div>Experience: 278</div> <div>Gold Coins: 13</div> <div>No. Defeated: 34</div> <div>Total Experience: 9,452</div> <div>Total Gold Coins: 442</div> <div>Item Dropped: Iron Lance</div> </div> <div> <div>Description</div> <div>Their claws can cut iron and their tongues topple trees, yet their appetite for ants shows no sign of abating. Who knows how they got so strong on such a meagre diet...</div> </div>
<div>045 Walking Corpse</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> </div> <div> <div>Primary Habitat</div> <div>Baharata Region</div> <div>Orech's Lair</div> <div>and Elsewhere</div> </div> </div> <div> <div>Experience: 324</div> <div>Gold Coins: 22</div> <div>No. Defeated: 52</div> <div>Total Experience: 16,848</div> <div>Total Gold Coins: 1,144</div> <div>Item Dropped: Plain Clothes</div> </div> <div> <div>Description</div> <div>The rotting remnants of a once proud person. Though they retain a slither of their soul, they are cursed to ramble aimlessly forevermore, barely aware if they are alive or dead.</div> </div>	<div>046 Catula</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> </div> <div> <div>Primary Habitat</div> <div>Kidnapper's Cave</div> <div>Near Allrades Abbey</div> </div> </div> <div> <div>Experience: 254</div> <div>Gold Coins: 11</div> <div>No. Defeated: 18</div> <div>Total Experience: 4,572</div> <div>Total Gold Coins: 198</div> <div>Item Dropped: Cat Suit</div> </div> <div> <div>Description</div> <div>Flying felines that bring their bothersome behaviour to the battlefield. Not only will they siphon off your MP, they may also call their buddies to come and back them up.</div> </div>
<div>047 Hoodie</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> </div> <div> <div>Primary Habitat</div> <div>Kidnapper's Cave</div> <div>Near Allrades Abbey</div> <div>and Elsewhere</div> </div> </div> <div> <div>Experience: 328</div> <div>Gold Coins: 26</div> <div>No. Defeated: 13</div> <div>Total Experience: 4,264</div> <div>Total Gold Coins: 338</div> <div>Item Dropped: Iron Axe</div> </div> <div> <div>Description</div> <div>Cowed criminals that only ever attack humans, supposedly because one once laughed at their face covering, leaving them with lasting psychological scars.</div> </div>	<div>048 Seaslime</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> </div> <div> <div>Primary Habitat</div> <div>The Sea</div> </div> </div> <div> <div>Experience: 322</div> <div>Gold Coins: 15</div> <div>No. Defeated: 55</div> <div>Total Experience: 17,710</div> <div>Total Gold Coins: 825</div> <div>Item Dropped: Seed of Magic</div> </div> <div> <div>Description</div> <div>Lovers of sand, sea and sunshine, they spend their days on the beach, ever on the lookout for a snazzy new shell to grow into.</div> </div>

048 Man O' War



Primary Habitat: The Sea

Perform Action

Item Dropped:	Moonwort Bulb
Total Gold Coins:	624
No. Defeated:	52
Gold Coins:	12
Experience:	293

Description

Toward the end of summer when the days get shorter, these slimes wash up on beaches in their droves. Be careful not to step on one, or you could be in for a nasty shock!

049 Man O' War



Primary Habitat: The Sea, Ghost Ship

Perform Action

Item Dropped:	Moonwort Bulb
Total Gold Coins:	624
No. Defeated:	52
Gold Coins:	12
Experience:	293

Description

Toward the end of summer when the days get shorter, these slimes wash up on beaches in their droves. Be careful not to step on one, or you could be in for a nasty shock!

051 King Squid



Primary Habitat: The Sea

Perform Action

Item Dropped:	Seed of Life
Total Gold Coins:	472
No. Defeated:	4
Gold Coins:	118
Experience:	832

Description

The terrible tentacles of these mighty molluscs twist around ships and drag them down to the depths. Their name alone strikes fear into the hearts of sea creatures the world over.

052 Handsome Crab



Primary Habitat: The Sea, Ghost Ship, and Elsewhere

Perform Action

Item Dropped:	Shell Armour
Total Gold Coins:	532
No. Defeated:	23
Gold Coins:	26
Experience:	596

Description

Their crushing claws are powerful enough to pierce huge holes in the hulls of ships. Fishermen's friends they are not.

053 Mermaniac



Primary Habitat: The Sea, Ghost Ship, and Elsewhere

Perform Action

Item Dropped:	Magie Water
Total Gold Coins:	316
No. Defeated:	9
Gold Coins:	24
Experience:	604

Description

If other monsters get too close, these deranged denizens of the deep will lash out with their razor-sharp talons. They occupy the warrior caste in merman society.

054 Hades Condor



Primary Habitat: The Sea, Rimland Region, and Elsewhere

Perform Action

Item Dropped:	Magical Skirt
Total Gold Coins:	216
No. Defeated:	6
Gold Coins:	36
Experience:	739

Description

Hoping to get even greater grip strength, these avian aggrators train their talons by picking up the biggest boulders they can find.

055 Dread Admiral



Primary Habitat: The Sea, Tower of Transcendence, and Elsewhere

Perform Action

Item Dropped:	Moonwort Bulb
Total Gold Coins:	177
No. Defeated:	29
Gold Coins:	13
Experience:	263

Description

Their wings release tiny scales that, when inhaled, induce instant paralysis. And they wonder why nobody ever wants to play with them...

056 Wyrtle



Primary Habitat: The Sea, Manzo Cave, and Elsewhere

Perform Action








Item Dropped:	Iron Helmet
Total Gold Coins:	703
No. Defeated:	19
Gold Coins:	37
Experience:	736

Description

Sometimes they think they are dragons, other times turtles. But regardless of how they feel, their sleep-inducing Sweet Breath and brutal bite are cause for consternation.

<p>057 Squidzilla</p>  <p>Primary Habitat The Sea Ghost Ship and Elsewhere</p> <p>Perform Action</p> <p>Description Hailing from the trenches of the deep sea, these ancient creatures crop up in myths from across the ages. Tales tell of them dragging ships down into the cold, murky depths.</p>	<p>058 Ram Raider</p>  <p>Primary Habitat Near Alltrades Abbey Tower of Transcendence and Elsewhere</p> <p>Perform Action</p> <p>Description Ovine offenders flush with fine fleece and humongous horns. Violent of temperament, they snort in anger with every breath and charge anyone who meets their gaze.</p>
<p>059 Whackanape</p>  <p>Primary Habitat Near Alltrades Abbey Tower of Transcendence and Elsewhere</p> <p>Perform Action</p> <p>Description Peeved primates with an appetite for destruction. One punch from their pumped-up appendages is likely to send even the most well-armoured adventurer to the infirmary.</p>	<p>060 Metal Slime</p>  <p>Primary Habitat Near Alltrades Abbey Tower of Transcendence and Elsewhere</p> <p>Perform Action</p> <p>Description Mercurial monsters that flee at a moment's notice. Their appearance delights, but their inevitable escape leaves you dreaming of the experience you could've had.</p>
<p>061 Ursa Minor</p>  <p>Primary Habitat Near Alltrades Abbey Jipang Region and Elsewhere</p> <p>Perform Action</p> <p>Description Stronger than the average bear, these ursine irregularities dominate their forest domains. When prey presents itself, they pounce with unparalleled power and precision.</p>	<p>062 Garuda</p>  <p>Primary Habitat Tower of Transcendence Mur Region</p> <p>Perform Action</p> <p>Description Airborne atrocities prone to swooping down from the skies above. Their talons can haul up a horse and carry it off to be eventually eaten.</p>
<p>063 Beakon</p>  <p>Primary Habitat Tower of Transcendence</p> <p>Perform Action</p> <p>Description These brutal birds are consumed by rage upon seeing an enemy, instantly heading off to munch on them with their beefy bills.</p>	<p>064 Ethereal Serpent</p>  <p>Primary Habitat Tower of Transcendence Mur Region and Elsewhere</p> <p>Perform Action</p> <p>Description Hailing from the distant east, these wingless dragons, with their slender, sinuous bodies, are capable of flight through mystical magical means.</p>

<p>065 Lump Shaman</p>  <p>Primary Habitat Persistence Region Orech's Lair and Elsewhere</p> <p>Description Unlucky sorcerers whose indecisive tendencies do them few favours. Though grubby of visage, their spell-casting competence is not to be sneered at.</p>	<p>066 Battering Ram</p>  <p>Primary Habitat Persistence Region Near Fifer's Spire and Elsewhere</p> <p>Description With hardy horns that can deflect even axe blades, these headstrong headlaches charge about butting into everything. The only sleep they get is when they knock themselves out.</p>
<p>067 Toxic Zombie</p>  <p>Primary Habitat Persistence Region Fifer's Spire and Elsewhere</p> <p>Description This horrid humanoid secretes poisonous pus from its spoiled skin. If you're unlucky enough to come into contact with the stuff, wash immediately with consecrated water.</p>	<p>068 Belisha Beakon</p>  <p>Primary Habitat Persistence Region Near the Pirates' Den and Elsewhere</p> <p>Description Every tale told of these beaky buddies is a lie, embellished to beyond believable. If you wish to learn the measure of the monster, you need but fight one.</p>
<p>069 Liquid Metal Slime</p>  <p>Primary Habitat Near Fifer's Spire Maw of the Necrogond and Elsewhere</p> <p>Description The speediest sludge you are likely to see (albeit briefly), they take advantage of their low profile to reduce drag and hasten their escape from sticky situations.</p>	<p>070 Hoodlum</p>  <p>Primary Habitat Fifer's Spire</p> <p>Description These evil executioners stalk in the shadows, hoping to ambush unsuspecting adventurers with their enormous axes.</p>
<p>071 Lethal Armour</p>  <p>Primary Habitat Fifer's Spire Manoza Region and Elsewhere</p> <p>Description Stained red from the bloodshed of battlefields aplenty, these possessed suits of plate mail take pride in having slain heroes and innocents in equal measure.</p>	<p>072 Voodooogooder</p>  <p>Primary Habitat Manoza Cave Manoza Region and Elsewhere</p> <p>Description Necromancers that mastered forbidden forces. On quiet nights, their faint chattering can be heard, but it is unclear if they are talking to the undead or just themselves.</p>








<div>073 Imp</div> <div>  </div> <div> <div> <div>Primary Habitat</div> <div>Mur Region</div> <div>Gain's Navel</div> </div> <div>and Elsewhere</div> </div> <div> <div> <div>Experience: 212</div> <div>Gold Coins: 14</div> <div>No. Defeated: 15</div> <div>Total Experience: 3,180</div> <div>Total Gold Coins: 210</div> <div>Item Dropped: Prayer Ring</div> </div> <div> <div>Numerical Order</div> <div>Description</div> <div>Miniature maniacs that shoulder the hopes of all monsterkind. They try to cast all kinds of spells they don't know yet, hoping it will make them appear tougher than they actually are.</div> </div> </div>	<div>074 Shell Slime</div> <div>  </div> <div> <div> <div>Primary Habitat</div> <div>Mur Region</div> </div> <div>and Elsewhere</div> </div> <div> <div> <div>Experience: 288</div> <div>Gold Coins: 11</div> <div>No. Defeated: 37</div> <div>Total Experience: 10,656</div> <div>Total Gold Coins: 407</div> <div>Item Dropped: Seed of Defence</div> </div> <div> <div>Numerical Order</div> <div>Description</div> <div>Beauty-conscious slimes that decided to care for their complexion by growing a shell to hide inside, thereby preserving the sliminess of their skin.</div> </div> </div>
<div>075 Heavy Hood</div> <div>  </div> <div> <div> <div>Primary Habitat</div> <div>Near the Shrine of the Dwarf</div> </div> <div>and Elsewhere</div> </div> <div> <div> <div>Experience: 1,176</div> <div>Gold Coins: 51</div> <div>No. Defeated: 1</div> <div>Total Experience: 1,176</div> <div>Total Gold Coins: 51</div> <div>Item Dropped: Battle Axe</div> </div> <div> <div>Numerical Order</div> <div>Description</div> <div>Blue-skinned bruisers with a death wish for their enemies. Consumed by killing, they persist in the pursuit of their prey until its demise is confirmed.</div> </div> </div>	<div>076 Rockbomb</div> <div>  </div> <div> <div> <div>Primary Habitat</div> <div>Near the Shrine of the Dwarf</div> </div> <div>and Elsewhere</div> </div> <div> <div> <div>Experience: 1,023</div> <div>Gold Coins: 18</div> <div>No. Defeated: 8</div> <div>Total Experience: 5,315</div> <div>Total Gold Coins: 65</div> <div>Item Dropped: Diamond</div> </div> <div> <div>Numerical Order</div> <div>Description</div> <div>Sedentary stones that will self-destruct if not dealt with in a timely manner. With these troublesome lumps of rubble, every battle is a race against the clock.</div> </div> </div>
<div>077 Cureslime</div> <div>  </div> <div> <div> <div>Primary Habitat</div> <div>Edina Region</div> <div>Near Baramos's Lair</div> </div> <div>and Elsewhere</div> </div> <div> <div> <div>Experience: 308</div> <div>Gold Coins: 18</div> <div>No. Defeated: 19</div> <div>Total Experience: 5,552</div> <div>Total Gold Coins: 142</div> <div>Item Dropped: Seed of Stamina</div> </div> <div> <div>Numerical Order</div> <div>Description</div> <div>High-ranking healslimes who have mastered the Fullheal spell. Their reddish colouration is stark confirmation of their dedication to restorative magic.</div> </div> </div>	<div>078 Vladiator</div> <div>  </div> <div> <div> <div>Primary Habitat</div> <div>Edina Region</div> <div>Fifer's Spire</div> </div> <div>and Elsewhere</div> </div> <div> <div> <div>Experience: 471</div> <div>Gold Coins: 21</div> <div>No. Defeated: 25</div> <div>Total Experience: 11,075</div> <div>Total Gold Coins: 523</div> <div>Item Dropped: Magic Water</div> </div> <div> <div>Numerical Order</div> <div>Description</div> <div>Venerable vampires that have lived longer than most other monsters. As such, they are strong beyond compare and have, perhaps ironically, gained a good grasp of healing magic.</div> </div> </div>
<div>079 Heedoo Voodoo</div> <div>  </div> <div> <div> <div>Primary Habitat</div> <div>Theedon Region</div> <div>Lanson Region</div> </div> <div>and Elsewhere</div> </div> <div> <div> <div>Experience: 510</div> <div>Gold Coins: 25</div> <div>No. Defeated: 16</div> <div>Total Experience: 8,160</div> <div>Total Gold Coins: 400</div> <div>Item Dropped: Seed of Luck</div> </div> <div> <div>Numerical Order</div> <div>Description</div> <div>Hermistish shamans that hone their magic far from human settlements. Their incantations ring out from dusk till dawn, drawing ire and noise complaints despite the distance.</div> </div> </div>	<div>080 Mimic</div> <div>  </div> <div> <div> <div>Primary Habitat</div> <div>Gith's Navel</div> <div>Manoro Cave</div> </div> <div>and Elsewhere</div> </div> <div> <div> <div>Experience: 2,180</div> <div>Gold Coins: 47</div> <div>No. Defeated: 19</div> <div>Total Experience: 41,420</div> <div>Total Gold Coins: 893</div> <div>Item Dropped: Headsman's Axe</div> </div> <div> <div>Numerical Order</div> <div>Description</div> <div>More unhungry than they look, these cheeky chests are the leading cause of death in labyrinths, and venerated veterans of the trap game.</div> </div> </div>

<div>081 Magmalice</div> <div>Numerical Order</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Orochi's Lair</div> </div> </div> <div> <div>Experience: 698</div> <div>Gold Coins: 11</div> <div>No. Defeated: 17</div> <div>Total Experience: 11,866</div> <div>Total Gold Coins: 187</div> <div>Item Dropped: Diamond</div> </div> <div> <div>Description</div> <div>Swollen lumps of magma that were supplied with sapience via magical forces. Though hot to the touch, they are ice-cold in combat and attack with their abominable breaths.</div> </div>	<div>082 Rampage</div> <div>Numerical Order</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Near the Wayfarer's Shrine Lanson Region</div> </div> </div> <div> <div>Experience: 483</div> <div>Gold Coins: 23</div> <div>No. Defeated: 24</div> <div>Total Experience: 11,640</div> <div>Total Gold Coins: 552</div> <div>Item Dropped: Seed of Strength</div> </div> <div> <div>Description</div> <div>These sheepy adversaries are best avoided. Their need to preserve personal space means that if two ever touch, a butting of heads is unavoidable.</div> </div>
<div>083 Crone</div> <div>Numerical Order</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Near the Wayfarer's Shrine Edina Region and Elsewhere</div> </div> </div> <div> <div>Experience: 392</div> <div>Gold Coins: 14</div> <div>No. Defeated: 7</div> <div>Total Experience: 2,744</div> <div>Total Gold Coins: 98</div> <div>Item Dropped: Fading Jenny</div> </div> <div> <div>Description</div> <div>Witches that turned into monsters when they swapped an ethical education in magic to pursue their own desires. They weep when they consider what could have been.</div> </div>	<div>084 Weaken Beakon</div> <div>Numerical Order</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Near the Wayfarer's Shrine Mur Region and Elsewhere</div> </div> </div> <div> <div>Experience: 420</div> <div>Gold Coins: 31</div> <div>No. Defeated: 9</div> <div>Total Experience: 3,780</div> <div>Total Gold Coins: 189</div> <div>Item Dropped: Seed of Agility</div> </div> <div> <div>Description</div> <div>Brainy birds that cast Kasap to dwindle the defences of their adversaries before they attack. Though flightless, their long legs allow them to leap great distances.</div> </div>
<div>085 Infernal Armour</div> <div>Numerical Order</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Near the Wayfarer's Shrine Edina Region and Elsewhere</div> </div> </div> <div> <div>Experience: 525</div> <div>Gold Coins: 18</div> <div>No. Defeated: 11</div> <div>Total Experience: 5,775</div> <div>Total Gold Coins: 198</div> <div>Item Dropped: Iron Armour</div> </div> <div> <div>Description</div> <div>Suits of cursed plate mail that wait for an unwary warrior to put them on. Once donned, they take control of the poor human's soul and force it into eternal servitude.</div> </div>	<div>086 Crone Ranger</div> <div>Numerical Order</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Manora Region Near the Shrine of the Dwarf and Elsewhere</div> </div> </div> <div> <div>Experience: 601</div> <div>Gold Coins: 26</div> <div>No. Defeated: 23</div> <div>Total Experience: 13,833</div> <div>Total Gold Coins: 598</div> <div>Item Dropped: Fading Jenny</div> </div> <div> <div>Description</div> <div>These woebegone witches have mastered malign modes of magic, but are consumed by envy upon seeing capable human conjurers younger than they.</div> </div>
<div>087 Smackanape</div> <div>Numerical Order</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Manora Region Near the Pirates' Den and Elsewhere</div> </div> </div> <div> <div>Experience: 620</div> <div>Gold Coins: 24</div> <div>No. Defeated: 9</div> <div>Total Experience: 3,580</div> <div>Total Gold Coins: 216</div> <div>Item Dropped: Seed of Life</div> </div> <div> <div>Description</div> <div>The pinnacle of primate power, these mighty monsters not only pack a punch themselves, they can bear the brunt of a beating without batting an eyelid.</div> </div>	<div>088 Ursa Major</div> <div>Numerical Order</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Near the Shrine of the Dwarf Manora Region and Elsewhere</div> </div> </div> <div> <div>Experience: 956</div> <div>Gold Coins: 45</div> <div>No. Defeated: 4</div> <div>Total Experience: 3,944</div> <div>Total Gold Coins: 180</div> <div>Item Dropped: Seed of Strength</div> </div> <div> <div>Description</div> <div>These bear-like behemoths are fast on their feet and take delight in chasing their prey before slowly shredding it with their sharpened claws.</div> </div>

<div>089 Shadow</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>Experience: 704</div> <div>Gold Coins: 12</div> <div>No. Defeated: 24</div> <div>Total Experience: 16,896</div> <div>Total Gold Coins: 288</div> <div>Item Dropped: Black Pyamas</div> </div> <div> <div>Description</div> <div>Densities of darkness that dwell where light dare not shine. When summoned to the human plane, they manifest as pure gloom, using their inherent coldness to freeze their fleshy foes.</div> </div> </div> <div> <div> <div>Primary Habitat</div> <div>Manoza Cave</div> </div> <div> <div>Perform Action</div> </div> </div>	<div>090 Skeleton Swordsman</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>Experience: 1,092</div> <div>Gold Coins: 28</div> <div>No. Defeated: 16</div> <div>Total Experience: 15,472</div> <div>Total Gold Coins: 448</div> <div>Item Dropped: Steel Broadsword</div> </div> <div> <div>Description</div> <div>Bony barbarians that requisitioned four arms from their fallen foes and attached them to their torso. They have sworn not to make any more bodily modifications...to themselves.</div> </div> </div> <div> <div> <div>Primary Habitat</div> <div>Manoza Cave</div> <div>Ghost Ship</div> </div> <div> <div>Perform Action</div> </div> </div>
<div>091 Firn Fiend</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>Experience: 880</div> <div>Gold Coins: 31</div> <div>No. Defeated: 8</div> <div>Total Experience: 7,040</div> <div>Total Gold Coins: 248</div> <div>Item Dropped: Mad Cap</div> </div> <div> <div>Description</div> <div>Glacial goons that were given the gift of life through sinister sorcery. Though icy in appearance, passion burns within them, and they never abandon a friend on the battlefield.</div> </div> </div> <div> <div> <div>Primary Habitat</div> <div>Grimland</div> <div>Rimland Region</div> <div>and Elsewhere</div> </div> <div> <div>Perform Action</div> </div> </div>	<div>092 Boreal Serpent</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>Experience: 1,602</div> <div>Gold Coins: 57</div> <div>No. Defeated: 21</div> <div>Total Experience: 33,642</div> <div>Total Gold Coins: 1,197</div> <div>Item Dropped: Dragontail Whip</div> </div> <div> <div>Description</div> <div>These dreadful dragons rule over the arctic wastes and can conjure up icy magic on a whim. Trousing these tyrants requires brains as well as brawn.</div> </div> </div> <div> <div> <div>Primary Habitat</div> <div>Grimland</div> <div>Near Baramos's Lair</div> <div>and Elsewhere</div> </div> <div> <div>Perform Action</div> </div> </div>
<div>093 Minidemon</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>Experience: 614</div> <div>Gold Coins: 21</div> <div>No. Defeated: 54</div> <div>Total Experience: 33,156</div> <div>Total Gold Coins: 1,134</div> <div>Item Dropped: Hapless Helm</div> </div> <div> <div>Description</div> <div>Demonic infants destined for devilishness. The discrepancies in their fork-handling dexterity simply show their upbringing, but none of them know how to use a knife yet.</div> </div> </div> <div> <div> <div>Primary Habitat</div> <div>Ghost Ship</div> <div>Maw of the Negrogond</div> <div>and Elsewhere</div> </div> <div> <div>Perform Action</div> </div> </div>	<div>094 Elysium Bird</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>Experience: 1,247</div> <div>Gold Coins: 33</div> <div>No. Defeated: 2</div> <div>Total Experience: 2,494</div> <div>Total Gold Coins: 66</div> <div>Item Dropped: Double-Edged Sword</div> </div> <div> <div>Description</div> <div>Masters of the Multiheld spell, these avians are heralded as heaven's healers. However, they have an avareicious side and stuff their nests with all the shiny items they can find.</div> </div> </div> <div> <div> <div>Primary Habitat</div> <div>Near Baramos's Lair</div> <div>Near the Castle of the Dragon Queen</div> <div>and Elsewhere</div> </div> <div> <div>Perform Action</div> </div> </div>
<div>095 Wyrtoise</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>Experience: 1,307</div> <div>Gold Coins: 42</div> <div>No. Defeated: 47</div> <div>Total Experience: 61,429</div> <div>Total Gold Coins: 1,974</div> <div>Item Dropped: Seed of Defence</div> </div> <div> <div>Description</div> <div>Kings among their kin, they cast Kabuff and Wildfire with aplomb. Their spells have earned them their peers' praise and elevated them, essentially, to royalty.</div> </div> </div> <div> <div> <div>Primary Habitat</div> <div>Maw of the Negrogond</div> <div>Near Baramos's Lair</div> <div>and Elsewhere</div> </div> <div> <div>Perform Action</div> </div> </div>	<div>096 Troll</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>Experience: 1,331</div> <div>Gold Coins: 29</div> <div>No. Defeated: 41</div> <div>Total Experience: 47,191</div> <div>Total Gold Coins: 1,189</div> <div>Item Dropped: Oakten Club</div> </div> <div> <div>Description</div> <div>Though they are far from being the brainiest bunch, these humongous hooligans hit hard. To topple these titans, take advantage of their tendency to miss the mark.</div> </div> </div> <div> <div> <div>Primary Habitat</div> <div>Near Mt. Negrogond</div> <div>Maw of the Negrogond</div> </div> <div> <div>Perform Action</div> </div> </div>

<p>097 Freezing Fog</p>  <p> Experience: 920 Gold Coins: 21 No. Defeated: 94 Total Experience: 86,480 Total Gold Coins: 1,974 Item Dropped: Ice Shield </p> <p> Description Wintry wackos that bring a taste of the tundra to battle, bombarding their foes with icy incantations like Kacrack and Chilly Breath. </p> <p> Primary Habitat Near Mt. Negrogond Maw of the Negrogond and Elsewhere </p>	<p>098 Goodybag</p>  <p> Experience: 19 Gold Coins: 404 No. Defeated: 19 Total Experience: 361 Total Gold Coins: 7,676 Item Dropped: Garish Garb </p> <p> Description This is what becomes of bags o' laughs that come into a nice inheritance. They show off their new-found wealth to all, blissfully unaware that nobody likes a braggard. </p> <p> Primary Habitat Maw of the Negrogond and Elsewhere </p>
<p>099 Armful</p>  <p> Experience: 15,196 Gold Coins: 31 No. Defeated: 163 Total Experience: 197,340 Total Gold Coins: 8,113 Item Dropped: Blizzard Blade </p> <p> Description With six swords at their disposal, these skeletal psychopaths are hell incarnate, striking fear into the hearts of adventurers the second they start swinging. </p> <p> Primary Habitat Maw of the Negrogond Baramos's Lair and Elsewhere </p>	<p>100 Silhouette</p>  <p> Experience: 990 Gold Coins: 18 No. Defeated: 124 Total Experience: 121,520 Total Gold Coins: 2,432 Item Dropped: Prayer Ring </p> <p> Description Frightful phantoms born of the festering hatred and horrific torment of humans. They cast the Thwack spell to send their enemies off to the underworld. </p> <p> Primary Habitat Maw of the Negrogond and Elsewhere </p>
<p>101 Infanticore</p>  <p> Experience: 1,287 Gold Coins: 39 No. Defeated: 85 Total Experience: 109,395 Total Gold Coins: 3,315 Item Dropped: Shield of Shame </p> <p> Description A mishmash of monsters that was birthed solely to slay adventurers. They soar high on dragon-like wings, before swooping down to attack with all six appendages. </p> <p> Primary Habitat Maw of the Negrogond Baramos's Lair </p>	<p>102 Leger-De-Man</p>  <p> Experience: 1,206 Gold Coins: 33 No. Defeated: 144 Total Experience: 183,664 Total Gold Coins: 8,472 Item Dropped: Verdant Leaf </p> <p> Description A demonic deal turned these magicians into monsters, and all for the sake of a bit more magical might. They strive to best wizards the world over to prove their power. </p> <p> Primary Habitat Baramos's Lair </p>
<p>103 Living Statue</p>  <p> Experience: 1,992 Gold Coins: 26 No. Defeated: 138 Total Experience: 274,896 Total Gold Coins: 3,588 Item Dropped: Earthenware </p> <p> Description Stony sentinels that were animated by the magic of a mystery mage. Though slow to act, their sheer size and mass are more than enough to offset any sluggishness. </p> <p> Primary Habitat Baramos's Lair and Elsewhere </p>	<p>104 Merking</p>  <p> Experience: 23,146 Gold Coins: 51 No. Defeated: 66 Total Experience: 141,636 Total Gold Coins: 3,360 Item Dropped: Magic Bikini </p> <p> Description Monarchs of merkind that are well-equipped to wage war; they cause chaos in combat with Crackle spells and can call in their kin as reinforcements. </p> <p> Primary Habitat The Sea of Alefgard 227 and Elsewhere </p>

<div>105 Tentacular</div> <div>Numerical Order</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>The Sea of Alefgard</div> </div> </div> <div> <div>Experience: 3,596</div> <div>Gold Coins: 324</div> <div>No. Defeated: 13</div> <div>Total Experience: 46,748</div> <div>Total Gold Coins: 4,212</div> <div>Item Dropped: Seed of Life</div> </div> <div> <div>Description</div> <div>Deadly dwellers of the deep. These titanic terrors can toss a fishing boat about as if it were a child's plaything.</div> </div>	<div>106 Infernal Serpent</div> <div>Numerical Order</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Tantegel Region Talontear Tunnel and Elsewhere</div> </div> </div> <div> <div>Experience: 3,102</div> <div>Gold Coins: 86</div> <div>No. Defeated: 33</div> <div>Total Experience: 102,366</div> <div>Total Gold Coins: 2,838</div> <div>Item Dropped: Seed of Strength</div> </div> <div> <div>Description</div> <div>Do not be fooled by their jolly magenta scales, these dancing dragons can scorch the earth and sear their enemies with beastly breath attacks.</div> </div>
<div>107 She-Slime</div> <div>Numerical Order</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Tantegel Region Damdara Region and Elsewhere</div> </div> </div> <div> <div>Experience: 3</div> <div>Gold Coins: 3</div> <div>No. Defeated: 69</div> <div>Total Experience: 552</div> <div>Total Gold Coins: 207</div> <div>Item Dropped: Medicinal Herb</div> </div> <div> <div>Description</div> <div>Brightly coloured beauties that are very proud of their orange complexion. They are a little stronger than their blue brethren and slightly warm to the touch.</div> </div>	<div>108 Muddy Hand</div> <div>Numerical Order</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Tantegel Region Kol Region and Elsewhere</div> </div> </div> <div> <div>Experience: 912</div> <div>Gold Coins: 17</div> <div>No. Defeated: 125</div> <div>Total Experience: 114,000</div> <div>Total Gold Coins: 2,025</div> <div>Item Dropped: Iron Claws</div> </div> <div> <div>Description</div> <div>Silly appendages that manifested from the despair of humans who died drowning in mud.</div> </div>
<div>109 Ghoul</div> <div>Numerical Order</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Tantegel Region Kol Region and Elsewhere</div> </div> </div> <div> <div>Experience: 1,573</div> <div>Gold Coins: 29</div> <div>No. Defeated: 43</div> <div>Total Experience: 60,539</div> <div>Total Gold Coins: 1,247</div> <div>Item Dropped: Cloak of Evasion</div> </div> <div> <div>Description</div> <div>The vile revivifications of rancid cadavers. They feel no pain and wander in search of fresh flesh until they fall apart—an eventuality that might not actually be that far off.</div> </div>	<div>110 Hocus-Poker</div> <div>Numerical Order</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Talontear Tunnel Zoma's Citadel and Elsewhere</div> </div> </div> <div> <div>Experience: 2,368</div> <div>Gold Coins: 43</div> <div>No. Defeated: 47</div> <div>Total Experience: 111,296</div> <div>Total Gold Coins: 2,021</div> <div>Item Dropped: Staff of Strife</div> </div> <div> <div>Description</div> <div>One-time sorcerers that succumbed to the dark side. Drunk on their new-found power, they annihilate anyone daft enough to defy them.</div> </div>
<div>111 Flying Flayer</div> <div>Numerical Order</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Talontear Tunnel Tower of Rubins and Elsewhere</div> </div> </div> <div> <div>Experience: 2,470</div> <div>Gold Coins: 36</div> <div>No. Defeated: 43</div> <div>Total Experience: 118,366</div> <div>Total Gold Coins: 1,923</div> <div>Item Dropped: Siren Sword</div> </div> <div> <div>Description</div> <div>Staunch supporters of violence in all varieties, these demented demons are allergic to fighting fair and are never seen without their dagger and whip.</div> </div>	<div>112 Hydra</div> <div>Numerical Order</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat</div> <div>Talontear Tunnel Near Zoma's Citadel</div> </div> </div> <div> <div>Experience: 3,222</div> <div>Gold Coins: 25</div> <div>No. Defeated: 9</div> <div>Total Experience: 28,996</div> <div>Total Gold Coins: 225</div> <div>Item Dropped: Special Medicine</div> </div> <div> <div>Description</div> <div>Five bonces are better than one for these dragons. Each head has its own personality and they regularly squabble at meal times—the middle one having to play peacemaker.</div> </div>







<div>113 Great Troll</div> <div>  <div> <div>✖ Perform Action</div> <div> <div>Primary Habitat</div> <div>Talontear Tunnel</div> <div>Near Zoma's Citadel</div> <div>and Elsewhere</div> </div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>9,310</td></tr> <tr><td>Gold Coins:</td><td>49</td></tr> <tr><td>No. Defeated:</td><td>52</td></tr> <tr><td>Total Experience:</td><td>172,120</td></tr> <tr><td>Total Gold Coins:</td><td>2,548</td></tr> <tr><td>Item Dropped:</td><td>Stormlord's Sword</td></tr> </table> <div> <div>Description</div> <div> <p>Descended from the most dastardly despots in troll history, one strike from their cruel club is a death sentence for anyone who finds themselves on the receiving end.</p> </div> </div> </div>	Experience:	9,310	Gold Coins:	49	No. Defeated:	52	Total Experience:	172,120	Total Gold Coins:	2,548	Item Dropped:	Stormlord's Sword	<div> <div>114 Ursa Mega</div> <div>  <div> <div>✖ Perform Action</div> <div> <div>Primary Habitat</div> <div>Crazy Cave</div> <div>Kol Region</div> <div>and Elsewhere</div> </div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>2,202</td></tr> <tr><td>Gold Coins:</td><td>34</td></tr> <tr><td>No. Defeated:</td><td>34</td></tr> <tr><td>Total Experience:</td><td>74,868</td></tr> <tr><td>Total Gold Coins:</td><td>1,156</td></tr> <tr><td>Item Dropped:</td><td>Seed of Agility</td></tr> </table> <div> <div>Description</div> <div> <p>Strong, smart and savage, these bears possess arms and legs as thick as tree trunks. Their massive muscles allow them to slice through the finest armour and shields with ease.</p> </div> </div> </div> </div>	Experience:	2,202	Gold Coins:	34	No. Defeated:	34	Total Experience:	74,868	Total Gold Coins:	1,156	Item Dropped:	Seed of Agility
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<div>115 Umbra</div> <div>  <div> <div>✖ Perform Action</div> <div> <div>Primary Habitat</div> <div>Damdara Region</div> <div>Tower of Rubiss</div> <div>and Elsewhere</div> </div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>1,586</td></tr> <tr><td>Gold Coins:</td><td>38</td></tr> <tr><td>No. Defeated:</td><td>28</td></tr> <tr><td>Total Experience:</td><td>52,808</td></tr> <tr><td>Total Gold Coins:</td><td>1,064</td></tr> <tr><td>Item Dropped:</td><td>Seed of Wisdom</td></tr> </table> <div> <div>Description</div> <div> <p>These denizens of the dark toil away in the shadows hoping to solidify the Archfiend's iron grip on the realm.</p> </div> </div> </div>	Experience:	1,586	Gold Coins:	38	No. Defeated:	28	Total Experience:	52,808	Total Gold Coins:	1,064	Item Dropped:	Seed of Wisdom	<div> <div>116 Chimaera</div> <div>  <div> <div>✖ Perform Action</div> <div> <div>Primary Habitat</div> <div>Damdara Region</div> <div>Kol Region</div> <div>and Elsewhere</div> </div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>357</td></tr> <tr><td>Gold Coins:</td><td>16</td></tr> <tr><td>No. Defeated:</td><td>48</td></tr> <tr><td>Total Experience:</td><td>17,136</td></tr> <tr><td>Total Gold Coins:</td><td>768</td></tr> <tr><td>Item Dropped:</td><td>Chimaera Wing</td></tr> </table> <div> <div>Description</div> <div> <p>These monstrous amalgamations bear the head of a vulture and the body of a serpent. They are widely hunted for their wings by humans and so suffer more than most species.</p> </div> </div> </div> </div>	Experience:	357	Gold Coins:	16	No. Defeated:	48	Total Experience:	17,136	Total Gold Coins:	768	Item Dropped:	Chimaera Wing
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<div>117 Troobloovoodoo</div> <div>  <div> <div>✖ Perform Action</div> <div> <div>Primary Habitat</div> <div>Damdara Region</div> <div>Near Zoma's Citadel</div> <div>and Elsewhere</div> </div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>2,516</td></tr> <tr><td>Gold Coins:</td><td>27</td></tr> <tr><td>No. Defeated:</td><td>14</td></tr> <tr><td>Total Experience:</td><td>31,024</td></tr> <tr><td>Total Gold Coins:</td><td>378</td></tr> <tr><td>Item Dropped:</td><td>Musk</td></tr> </table> <div> <div>Description</div> <div> <p>These connoisseurs of cursed incantations care not for human life. Regularly they reanimate the corpses of those who died unfulfilled, giggling gleefully the entire time.</p> </div> </div> </div>	Experience:	2,516	Gold Coins:	27	No. Defeated:	14	Total Experience:	31,024	Total Gold Coins:	378	Item Dropped:	Musk	<div> <div>118 Skelegon</div> <div>  <div> <div>✖ Perform Action</div> <div> <div>Primary Habitat</div> <div>Damdara Region</div> <div>Kol Region</div> </div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>2,140</td></tr> <tr><td>Gold Coins:</td><td>41</td></tr> <tr><td>No. Defeated:</td><td>8</td></tr> <tr><td>Total Experience:</td><td>18,720</td></tr> <tr><td>Total Gold Coins:</td><td>328</td></tr> <tr><td>Item Dropped:</td><td>Seed of Strength</td></tr> </table> <div> <div>Description</div> <div> <p>The bleached bones of deceased dragons brought back to life by dark designs. They serve their summoners, carrying out any command with unwavering loyalty.</p> </div> </div> </div> </div>	Experience:	2,140	Gold Coins:	41	No. Defeated:	8	Total Experience:	18,720	Total Gold Coins:	328	Item Dropped:	Seed of Strength
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<div>119 Hocus Chimaera</div> <div>  <div> <div>✖ Perform Action</div> <div> <div>Primary Habitat</div> <div>Rimuldar Region</div> <div>Tower of Rubiss</div> </div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>421</td></tr> <tr><td>Gold Coins:</td><td>22</td></tr> <tr><td>No. Defeated:</td><td>51</td></tr> <tr><td>Total Experience:</td><td>21,431</td></tr> <tr><td>Total Gold Coins:</td><td>1,122</td></tr> <tr><td>Item Dropped:</td><td>Mad Cap</td></tr> </table> <div> <div>Description</div> <div> <p>The former familiars of foul witches that are considerably cleverer than their chimaera kin. They have a wide range of spells in their repertoire to boot.</p> </div> </div> </div>	Experience:	421	Gold Coins:	22	No. Defeated:	51	Total Experience:	21,431	Total Gold Coins:	1,122	Item Dropped:	Mad Cap	<div> <div>120 Manticore</div> <div>  <div> <div>✖ Perform Action</div> <div> <div>Primary Habitat</div> <div>Tower of Rubiss</div> </div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>2,633</td></tr> <tr><td>Gold Coins:</td><td>38</td></tr> <tr><td>No. Defeated:</td><td>27</td></tr> <tr><td>Total Experience:</td><td>71,631</td></tr> <tr><td>Total Gold Coins:</td><td>1,026</td></tr> <tr><td>Item Dropped:</td><td>Seed of Wisdom</td></tr> </table> <div> <div>Description</div> <div> <p>When an infant manticore matures, this is what is created. Their staggering strength and incredible intelligence mean most adventurers ought to avoid them at all costs.</p> </div> </div> </div> </div>	Experience:	2,633	Gold Coins:	38	No. Defeated:	27	Total Experience:	71,631	Total Gold Coins:	1,026	Item Dropped:	Seed of Wisdom
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<p>121 Gold Golem</p>  <p>Primary Habitat Rimuldar Region and Elsewhere</p> <p>Experience: 737 Gold Coins: 3,072 No. Defeated: 19 Total Experience: 14,003 Total Gold Coins: 58,368 Item Dropped: Golden Tiara</p> <p>Description The gaudiest of golems with bodies that are built from bricks of pure gold. They drop a fortune when defeated and are targeted by greedy adventurers after a big payday.</p>	<p>122 Green Dragon</p>  <p>Primary Habitat Tower of Rubiss Zoma's Citadel and Elsewhere</p> <p>Experience: 2,024 Gold Coins: 30 No. Defeated: 66 Total Experience: 139,784 Total Gold Coins: 1,580 Item Dropped: Seed of Stamina</p> <p>Description Instantly recognizable, these dragons are regarded as monster royalty. It is said that the study of monsters began with dragons, and it may well end with them too.</p>
<p>123 Stone Guardian</p>  <p>Primary Habitat Zoma's Citadel and Elsewhere</p> <p>Experience: 4,018 Gold Coins: 281 No. Defeated: 8 Total Experience: 32,144 Total Gold Coins: 2,248 Item Dropped: Stormlord's Sword</p> <p>Description Effigies of dark gods that were carved from solid stone. Originally created to watch over humans, these rocky reprobates now cause them more harm than good.</p>	<p>124 Soaring Scourger</p>  <p>Primary Habitat Zoma's Citadel ???</p> <p>Experience: 2,409 Gold Coins: 44 No. Defeated: 61 Total Experience: 146,949 Total Gold Coins: 2,684 Item Dropped: Scourge Whip</p> <p>Description Devilish demons of high status, they use their daggers to jab their subordinates when bored. Just imagine what they would do to a human!</p>
<p>125 Dragon Zombie</p>  <p>Primary Habitat Zoma's Citadel ???</p> <p>Experience: 8,136 Gold Coins: 21 No. Defeated: 58 Total Experience: 181,888 Total Gold Coins: 1,218 Item Dropped: Demon Spear</p> <p>Description These once noble dragons were defeated by adventurers in an ancient age. They then fossilised where they fell, before being stirred by a deep-seated desire for revenge.</p>	<p>126 Franticore</p>  <p>Primary Habitat Zoma's Citadel ???</p> <p>Experience: 2,766 Gold Coins: 48 No. Defeated: 51 Total Experience: 141,066 Total Gold Coins: 2,448 Item Dropped: Shield of Shame</p> <p>Description Legendary beasts of a detestable disposition; they call forth ferocious flames with a single howl and can rend the earth with their callous claws, laying waste to entire armies.</p>
<p>127 One-Man Army</p>  <p>Primary Habitat Zoma's Citadel</p> <p>Experience: 2,850 Gold Coins: 57 No. Defeated: 19 Total Experience: 34,150 Total Gold Coins: 1,083 Item Dropped: Sword of Ruin</p> <p>Description The souls of three swordsmen mingled to manifest this skeletal scoundrel. Billed as highly skilled with a blade, though 'three-man army' might be a more apt name.</p>	<p>128 Metal Chimaera</p>  <p>Primary Habitat ??? Citadel Tower</p> <p>Experience: 7,602 Gold Coins: 26 No. Defeated: 8 Total Experience: 60,316 Total Gold Coins: 208 Item Dropped: Elevating Shoes</p> <p>Description These composite creatures are too metallic to be considered true chimaeras. They are constantly chased by adventurers, leaving little time for them to search for new metal mates.</p>

<p>129 Abracadabrer</p>  <p>Primary Habitat 222 Citadel Tower</p> <p>Perform Action</p> <table> <tr><td>Experience:</td><td>3,403</td></tr> <tr><td>Gold Coins:</td><td>67</td></tr> <tr><td>No. Defeated:</td><td>34</td></tr> <tr><td>Total Experience:</td><td>113,770</td></tr> <tr><td>Total Gold Coins:</td><td>2,378</td></tr> <tr><td>Item Dropped:</td><td>Prayer Ring</td></tr> </table> <p>Description Humans that merged with a demon to become something far more foul than the sum of its parts. They excel in explosive magic that causes excessive damage.</p>	Experience:	3,403	Gold Coins:	67	No. Defeated:	34	Total Experience:	113,770	Total Gold Coins:	2,378	Item Dropped:	Prayer Ring	<p>130 King Crab</p>  <p>Primary Habitat 222</p> <p>Perform Action</p> <table> <tr><td>Experience:</td><td>3,243</td></tr> <tr><td>Gold Coins:</td><td>54</td></tr> <tr><td>No. Defeated:</td><td>322</td></tr> <tr><td>Total Experience:</td><td>1,044,890</td></tr> <tr><td>Total Gold Coins:</td><td>17,388</td></tr> <tr><td>Item Dropped:</td><td>Sizeable Scissors</td></tr> </table> <p>Description Sick of seeing their friends and family hunted for food by humans, these larger-than-life critters are on a mission for revenge.</p>	Experience:	3,243	Gold Coins:	54	No. Defeated:	322	Total Experience:	1,044,890	Total Gold Coins:	17,388	Item Dropped:	Sizeable Scissors
Experience:	3,403																								
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<p>131 Terror Troll</p>  <p>Primary Habitat 222 Citadel Tower</p> <p>Perform Action</p> <table> <tr><td>Experience:</td><td>4,819</td></tr> <tr><td>Gold Coins:</td><td>83</td></tr> <tr><td>No. Defeated:</td><td>96</td></tr> <tr><td>Total Experience:</td><td>462,624</td></tr> <tr><td>Total Gold Coins:</td><td>8,160</td></tr> <tr><td>Item Dropped:</td><td>The Eureka Moment</td></tr> </table> <p>Description To these smooth-brained beefcakes, battle is nothing more than a game. When they find a playmate, they love to pound and pulverise them into pancakes.</p>	Experience:	4,819	Gold Coins:	83	No. Defeated:	96	Total Experience:	462,624	Total Gold Coins:	8,160	Item Dropped:	The Eureka Moment	<p>132 Grievous Bodily Arm</p>  <p>Primary Habitat 222 Citadel Tower</p> <p>Perform Action</p> <table> <tr><td>Experience:</td><td>3,938</td></tr> <tr><td>Gold Coins:</td><td>70</td></tr> <tr><td>No. Defeated:</td><td>39</td></tr> <tr><td>Total Experience:</td><td>153,582</td></tr> <tr><td>Total Gold Coins:</td><td>2,720</td></tr> <tr><td>Item Dropped:</td><td>Double-Edged Sword</td></tr> </table> <p>Description Skeletal swordsmen that were masters of the blade before they became bones. They abandoned their humanity—and their mortality—in order to attain ultimate power.</p>	Experience:	3,938	Gold Coins:	70	No. Defeated:	39	Total Experience:	153,582	Total Gold Coins:	2,720	Item Dropped:	Double-Edged Sword
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<p>133 Baramonster</p>  <p>Primary Habitat 222 Citadel Tower</p> <p>Perform Action</p> <table> <tr><td>Experience:</td><td>3,939</td></tr> <tr><td>Gold Coins:</td><td>242</td></tr> <tr><td>No. Defeated:</td><td>16</td></tr> <tr><td>Total Experience:</td><td>93,024</td></tr> <tr><td>Total Gold Coins:</td><td>3,872</td></tr> <tr><td>Item Dropped:</td><td>Seed of Magic</td></tr> </table> <p>Description These demonic doppelgangers resemble the brutal Baramos in more than just looks—they are nearly as powerful to boot! Monsters often confuse them with the Soul of Baramos.</p>	Experience:	3,939	Gold Coins:	242	No. Defeated:	16	Total Experience:	93,024	Total Gold Coins:	3,872	Item Dropped:	Seed of Magic	<p>134 Phoenix</p>  <p>Primary Habitat Citadel Tower</p> <p>Perform Action</p> <table> <tr><td>Experience:</td><td>3,819</td></tr> <tr><td>Gold Coins:</td><td>72</td></tr> <tr><td>No. Defeated:</td><td>4</td></tr> <tr><td>Total Experience:</td><td>13,376</td></tr> <tr><td>Total Gold Coins:</td><td>288</td></tr> <tr><td>Item Dropped:</td><td>Banishing Bell</td></tr> </table> <p>Description The errand-birds of fiery deities, these flying phantoms are feared the world over. They swoop from the heavens to whisk people away as punishment for their impiety.</p>	Experience:	3,819	Gold Coins:	72	No. Defeated:	4	Total Experience:	13,376	Total Gold Coins:	288	Item Dropped:	Banishing Bell
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<p>135 Great Keeper</p>  <p>Primary Habitat Citadel Tower</p> <p>Perform Action</p> <table> <tr><td>Experience:</td><td>4,913</td></tr> <tr><td>Gold Coins:</td><td>47</td></tr> <tr><td>No. Defeated:</td><td>5</td></tr> <tr><td>Total Experience:</td><td>24,863</td></tr> <tr><td>Total Gold Coins:</td><td>235</td></tr> <tr><td>Item Dropped:</td><td>Tough Guy Tattoo</td></tr> </table> <p>Description Golden guardians of heaven's gates that pass judgement on would-be entrants. They eliminate those unable to meet their strict standards.</p>	Experience:	4,913	Gold Coins:	47	No. Defeated:	5	Total Experience:	24,863	Total Gold Coins:	235	Item Dropped:	Tough Guy Tattoo	<p>136 Golden Gloom</p>  <p>Primary Habitat Temple of Trials</p> <p>Perform Action</p> <table> <tr><td>Experience:</td><td>5,056</td></tr> <tr><td>Gold Coins:</td><td>86</td></tr> <tr><td>No. Defeated:</td><td>4</td></tr> <tr><td>Total Experience:</td><td>20,224</td></tr> <tr><td>Total Gold Coins:</td><td>344</td></tr> <tr><td>Item Dropped:</td><td>Sage's Elixir</td></tr> </table> <p>Description Nebulous nightmares with bothersome breath attacks and spells at their disposal. They like to exasperate then sneak up on adventurers to whisper words of death into their ears.</p>	Experience:	5,056	Gold Coins:	86	No. Defeated:	4	Total Experience:	20,224	Total Gold Coins:	344	Item Dropped:	Sage's Elixir
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Item Dropped:	Sage's Elixir																								

<div>137 Iron Knight</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Temple of Trials</div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>8,379</td></tr> <tr><td>Gold Coins:</td><td>102</td></tr> <tr><td>No. Defeated:</td><td>3</td></tr> <tr><td>Total Experience:</td><td>164,137</td></tr> <tr><td>Total Gold Coins:</td><td>306</td></tr> <tr><td>Item Dropped:</td><td>Iron Armour</td></tr> </table> <div> <div>Description</div> <p>These suits of armour once belonged to notable knights, but were possessed by sinister spirits. Each scratch on their armour is a score they long to settle.</p> </div> </div>	Experience:	8,379	Gold Coins:	102	No. Defeated:	3	Total Experience:	164,137	Total Gold Coins:	306	Item Dropped:	Iron Armour	<div>138 Pandora's Box</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Temple of Trials</div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>???</td></tr> <tr><td>Gold Coins:</td><td>???</td></tr> <tr><td>No. Defeated:</td><td>16</td></tr> <tr><td>Total Experience:</td><td>103,200</td></tr> <tr><td>Total Gold Coins:</td><td>19,760</td></tr> <tr><td>Item Dropped:</td><td>Yggdrasil Leaf</td></tr> </table> <div> <div>Description</div> <p>Open this chest with trepidation, for it contains despair, envy, prejudice, discord and everything in between. Will hope remain when all else is removed, or simply misery?</p> </div> </div>	Experience:	???	Gold Coins:	???	No. Defeated:	16	Total Experience:	103,200	Total Gold Coins:	19,760	Item Dropped:	Yggdrasil Leaf
Experience:	8,379																								
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Item Dropped:	Yggdrasil Leaf																								
<div>139 Ursa Argentum</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Temple of Trials</div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>4,075</td></tr> <tr><td>Gold Coins:</td><td>117</td></tr> <tr><td>No. Defeated:</td><td>9</td></tr> <tr><td>Total Experience:</td><td>36,675</td></tr> <tr><td>Total Gold Coins:</td><td>1,053</td></tr> <tr><td>Item Dropped:</td><td>Tough Guy Tattoo</td></tr> </table> <div> <div>Description</div> <p>While their silver coats are warm and fuzzy, their temperaments are anything but. These cold-blooded beasts are seriously savage and land critical hits for fun.</p> </div> </div>	Experience:	4,075	Gold Coins:	117	No. Defeated:	9	Total Experience:	36,675	Total Gold Coins:	1,053	Item Dropped:	Tough Guy Tattoo	<div>140 Steely Statue</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Temple of Trials</div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>6,595</td></tr> <tr><td>Gold Coins:</td><td>187</td></tr> <tr><td>No. Defeated:</td><td>2</td></tr> <tr><td>Total Experience:</td><td>13,190</td></tr> <tr><td>Total Gold Coins:</td><td>374</td></tr> <tr><td>Item Dropped:</td><td>Exotoga</td></tr> </table> <div> <div>Description</div> <p>Cast in forges where dark forces flow freely, their bodies have been imbued with exotic powers. Regular weapons leave nary a scratch on these merciless metal monuments.</p> </div> </div>	Experience:	6,595	Gold Coins:	187	No. Defeated:	2	Total Experience:	13,190	Total Gold Coins:	374	Item Dropped:	Exotoga
Experience:	4,075																								
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<div>141 Hardy Hand</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Temple of Trials</div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>3,200</td></tr> <tr><td>Gold Coins:</td><td>15</td></tr> <tr><td>No. Defeated:</td><td>4</td></tr> <tr><td>Total Experience:</td><td>12,800</td></tr> <tr><td>Total Gold Coins:</td><td>72</td></tr> <tr><td>Item Dropped:</td><td>Orichalcum Claws</td></tr> </table> <div> <div>Description</div> <p>The horrible hands of berserk combatants that lost their lives before their dreams were realised. They were later reborn as abhorrent appendages that brim with animosity.</p> </div> </div>	Experience:	3,200	Gold Coins:	15	No. Defeated:	4	Total Experience:	12,800	Total Gold Coins:	72	Item Dropped:	Orichalcum Claws	<div>142 Arcticore</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Temple of Trials</div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>6,020</td></tr> <tr><td>Gold Coins:</td><td>122</td></tr> <tr><td>No. Defeated:</td><td>4</td></tr> <tr><td>Total Experience:</td><td>24,080</td></tr> <tr><td>Total Gold Coins:</td><td>488</td></tr> <tr><td>Item Dropped:</td><td>Asbestos Earrings</td></tr> </table> <div> <div>Description</div> <p>Lemning beasts with a bitterly cold disposition, they use icy incantations to freeze the foes they hunt. However, having such a frigid body leaves them feeling sluggish and surly.</p> </div> </div>	Experience:	6,020	Gold Coins:	122	No. Defeated:	4	Total Experience:	24,080	Total Gold Coins:	488	Item Dropped:	Asbestos Earrings
Experience:	3,200																								
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<div>143 Blue Dragon</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Temple of Trials</div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>7,224</td></tr> <tr><td>Gold Coins:</td><td>166</td></tr> <tr><td>No. Defeated:</td><td>2</td></tr> <tr><td>Total Experience:</td><td>14,448</td></tr> <tr><td>Total Gold Coins:</td><td>332</td></tr> <tr><td>Item Dropped:</td><td>Dragon Scale</td></tr> </table> <div> <div>Description</div> <p>These deadly dragons wield both fire and ice magic equally well. Rarely do they fight with full force, but when they do, they conclude most conflicts with an unbelievably big bite.</p> </div> </div>	Experience:	7,224	Gold Coins:	166	No. Defeated:	2	Total Experience:	14,448	Total Gold Coins:	332	Item Dropped:	Dragon Scale	<div>144 Dread Dragon</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Temple of Trials</div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>7,335</td></tr> <tr><td>Gold Coins:</td><td>198</td></tr> <tr><td>No. Defeated:</td><td>1</td></tr> <tr><td>Total Experience:</td><td>7,335</td></tr> <tr><td>Total Gold Coins:</td><td>198</td></tr> <tr><td>Item Dropped:</td><td>Dragon Claws</td></tr> </table> <div> <div>Description</div> <p>The last descendants of a legendary line of dragons, they rate themselves as rulers, and see themselves as somewhat superior to others.</p> </div> </div>	Experience:	7,335	Gold Coins:	198	No. Defeated:	1	Total Experience:	7,335	Total Gold Coins:	198	Item Dropped:	Dragon Claws
Experience:	7,224																								
Gold Coins:	166																								
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Item Dropped:	Dragon Claws																								

<div>145 Robbin' 'Ood</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> </div> <div> <div>Primary Habitat</div> <div>Skyfell Tower</div> <div>and Elsewhere</div> </div> </div> <div> <div>Experience: 777</div> <div>Gold Coins: 777</div> <div>No. Defeated: 2</div> <div>Total Experience: 11,828</div> <div>Total Gold Coins: 837</div> <div>Item Dropped: Gower Ring</div> </div> <div> <div>Description</div> <div>A notorious outlaw whose unhealthy obsession with treasure often lands him in deep trouble. He always looks after his hoodlums, who repay him with unwavering devotion.</div> </div>	<div>146 Robbin' 'Oodlum</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> </div> <div> <div>Primary Habitat</div> <div>Skyfell Tower</div> <div>and Elsewhere</div> </div> </div> <div> <div>Experience: 777</div> <div>Gold Coins: 777</div> <div>No. Defeated: 10</div> <div>Total Experience: 9,908</div> <div>Total Gold Coins: 1,574</div> <div>Item Dropped: N/A</div> </div> <div> <div>Description</div> <div>Robbin' 'Ood's larcenous lackeys who respect their boss with every ounce of their being. You can bet they would jump off a bridge if he gave the order.</div> </div>
<div>147 Kylla</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> </div> <div> <div>Primary Habitat</div> <div>Pyramid</div> </div> </div> <div> <div>Experience: 2,800</div> <div>Gold Coins: 32</div> <div>No. Defeated: 6</div> <div>Total Experience: 16,800</div> <div>Total Gold Coins: 192</div> <div>Item Dropped: N/A</div> </div> <div> <div>Description</div> <div>A protector of the pyramid and one of Baramos's underlings. When a certain cowardly slacks off, the glare it gives would cause other monsters to cower in fear.</div> </div>	<div>148 Ripper of the Rift</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> </div> <div> <div>Primary Habitat</div> <div>Pyramid</div> </div> </div> <div> <div>Experience: 12,520</div> <div>Gold Coins: 430</div> <div>No. Defeated: 1</div> <div>Total Experience: 12,520</div> <div>Total Gold Coins: 430</div> <div>Item Dropped: Beastly Bullwhip</div> </div> <div> <div>Description</div> <div>A protector of the pyramid and one of Baramos's underlings. Not known for its smarts, this fiend often forgot its duties and played with its monster mates instead.</div> </div>
<div>149 Phantasm</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> </div> <div> <div>Primary Habitat</div> <div>Theddon</div> </div> </div> <div> <div>Experience: 1,060</div> <div>Gold Coins: 32</div> <div>No. Defeated: 4</div> <div>Total Experience: 4,240</div> <div>Total Gold Coins: 128</div> <div>Item Dropped: N/A</div> </div> <div> <div>Description</div> <div>Despicable spirits that turned Theddon into a village of death. They grow stronger each day by gorging on the anguish of any wandering souls they can catch.</div> </div>	<div>150 Dying Fire</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> </div> <div> <div>Primary Habitat</div> <div>Theddon</div> </div> </div> <div> <div>Experience: 1,990</div> <div>Gold Coins: 143</div> <div>No. Defeated: 11</div> <div>Total Experience: 21,890</div> <div>Total Gold Coins: 1,593</div> <div>Item Dropped: Recovery Ring</div> </div> <div> <div>Description</div> <div>The maniacal monsters that caused the catastrophe in Theddon. Unsatisfied with killing alone, they torment the souls of the dead with soft whispers of hopelessness and dread.</div> </div>
<div>151 Madvlad</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> </div> <div> <div>Primary Habitat</div> <div>Gata's Navel</div> </div> </div> <div> <div>Experience: 2,760</div> <div>Gold Coins: 753</div> <div>No. Defeated: 2</div> <div>Total Experience: 5,520</div> <div>Total Gold Coins: 1,510</div> <div>Item Dropped: N/A</div> </div> <div> <div>Description</div> <div>This vampiric villain guarded the blue orb at Baramos's behest. Something of a rising star, he was given this esteemed role due to his no-nonsense attitude towards his work.</div> </div>	<div>152 Chiromancer</div> <div>Numerical Order</div> <div>  </div> <div> <div> <div>✖ Perform Action</div> </div> <div> <div>Primary Habitat</div> <div>Gata's Navel</div> </div> </div> <div> <div>Experience: 4,960</div> <div>Gold Coins: 1,546</div> <div>No. Defeated: 1</div> <div>Total Experience: 4,960</div> <div>Total Gold Coins: 1,546</div> <div>Item Dropped: Somatic Staff</div> </div> <div> <div>Description</div> <div>A malevolent magician who guarded the blue orb alongside Madvlad. To make up for its self-perceived weakness, it learnt the Omph spell, but this failed to prevent its downfall.</div> </div>

<div>153 Orochi</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Orochi's Lair Jipang</div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>???</td></tr> <tr><td>Gold Coins:</td><td>???</td></tr> <tr><td>No. Defeated:</td><td>2</td></tr> <tr><td>Total Experience:</td><td>80,000</td></tr> <tr><td>Total Gold Coins:</td><td>3,656</td></tr> <tr><td>Item Dropped:</td><td>Orochi's Sword</td></tr> </table> <div> <div>Description</div> <div>The multi-headed monster that usurped the queen of Jipang. She revealed this fearful form to her sacrifices, savouring their fear before proceeding to feast upon their flesh.</div> </div> </div>	Experience:	???	Gold Coins:	???	No. Defeated:	2	Total Experience:	80,000	Total Gold Coins:	3,656	Item Dropped:	Orochi's Sword	<div>154 Boss Troll</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Manoza</div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>87,200</td></tr> <tr><td>Gold Coins:</td><td>6,559</td></tr> <tr><td>No. Defeated:</td><td>1</td></tr> <tr><td>Total Experience:</td><td>87,200</td></tr> <tr><td>Total Gold Coins:</td><td>6,559</td></tr> <tr><td>Item Dropped:</td><td>Would I Lie to You?</td></tr> </table> <div> <div>Description</div> <div>Grotesque giants that lord their power over all trollkind. Anyone unlucky enough to get knocked down by their clubs is unlikely to ever get back up again.</div> </div> </div>	Experience:	87,200	Gold Coins:	6,559	No. Defeated:	1	Total Experience:	87,200	Total Gold Coins:	6,559	Item Dropped:	Would I Lie to You?
Experience:	???																								
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Total Experience:	87,200																								
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Item Dropped:	Would I Lie to You?																								
<div>155 Garboyle</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Mt. Necrogond</div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>97,200</td></tr> <tr><td>Gold Coins:</td><td>7,260</td></tr> <tr><td>No. Defeated:</td><td>1</td></tr> <tr><td>Total Experience:</td><td>97,200</td></tr> <tr><td>Total Gold Coins:</td><td>7,260</td></tr> <tr><td>Item Dropped:</td><td>Restless Heart</td></tr> </table> <div> <div>Description</div> <div>The fiend that once sent Ortega hurtling down into the maw of a volcano. Some years later it would meet its timely demise at the hands of the great hero's offspring.</div> </div> </div>	Experience:	97,200	Gold Coins:	7,260	No. Defeated:	1	Total Experience:	97,200	Total Gold Coins:	7,260	Item Dropped:	Restless Heart	<div>156 Baramos</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Baramos's Lair</div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>102,400</td></tr> <tr><td>Gold Coins:</td><td>0</td></tr> <tr><td>No. Defeated:</td><td>1</td></tr> <tr><td>Total Experience:</td><td>102,400</td></tr> <tr><td>Total Gold Coins:</td><td>0</td></tr> <tr><td>Item Dropped:</td><td>Hen's Tooth</td></tr> </table> <div> <div>Description</div> <div>The Archfiend himself and former occupant of a lavish lair, where he schemed to rule the world. Anyone who laughed at his jowls often ended up relieved of their innards.</div> </div> </div>	Experience:	102,400	Gold Coins:	0	No. Defeated:	1	Total Experience:	102,400	Total Gold Coins:	0	Item Dropped:	Hen's Tooth
Experience:	97,200																								
Gold Coins:	7,260																								
No. Defeated:	1																								
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No. Defeated:	1																								
Total Experience:	102,400																								
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Item Dropped:	Hen's Tooth																								
<div>157 Ashdemon</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Tower of Rubiss</div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>3,110</td></tr> <tr><td>Gold Coins:</td><td>290</td></tr> <tr><td>No. Defeated:</td><td>2</td></tr> <tr><td>Total Experience:</td><td>6,220</td></tr> <tr><td>Total Gold Coins:</td><td>580</td></tr> <tr><td>Item Dropped:</td><td>N/A</td></tr> </table> <div> <div>Description</div> <div>The Soul of Baramos's bodyguards that have sworn eternal loyalty to their liege lord. They resent Baramos himself for upstaging their master, though would never say so to his face.</div> </div> </div>	Experience:	3,110	Gold Coins:	290	No. Defeated:	2	Total Experience:	6,220	Total Gold Coins:	580	Item Dropped:	N/A	<div>158 King Hydra</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Zoma's Citadel and Elsewhere</div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>97,600</td></tr> <tr><td>Gold Coins:</td><td>0</td></tr> <tr><td>No. Defeated:</td><td>142</td></tr> <tr><td>Total Experience:</td><td>9,999,999</td></tr> <tr><td>Total Gold Coins:</td><td>0</td></tr> <tr><td>Item Dropped:</td><td>Dragon Mail</td></tr> </table> <div> <div>Description</div> <div>The pet of a megalomaniac, this multi-headed horror is said to have slaughtered a great hero who attempted in vain to vanquish it.</div> </div> </div>	Experience:	97,600	Gold Coins:	0	No. Defeated:	142	Total Experience:	9,999,999	Total Gold Coins:	0	Item Dropped:	Dragon Mail
Experience:	3,110																								
Gold Coins:	290																								
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Total Experience:	9,999,999																								
Total Gold Coins:	0																								
Item Dropped:	Dragon Mail																								
<div>159 Soul of Baramos</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Tower of Rubiss and Elsewhere</div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>???</td></tr> <tr><td>Gold Coins:</td><td>???</td></tr> <tr><td>No. Defeated:</td><td>2</td></tr> <tr><td>Total Experience:</td><td>162,000</td></tr> <tr><td>Total Gold Coins:</td><td>0</td></tr> <tr><td>Item Dropped:</td><td>N/A</td></tr> </table> <div> <div>Description</div> <div>A demon of pure darkness that has formed a brotherly bond with Baramos. It often acts of its own accord, and this proactive approach has earned its underlings' respect.</div> </div> </div>	Experience:	???	Gold Coins:	???	No. Defeated:	2	Total Experience:	162,000	Total Gold Coins:	0	Item Dropped:	N/A	<div>160 Bones of Baramos</div> <div>  <div> <div>✖ Perform Action</div> <div>Primary Habitat Zoma's Citadel</div> </div> </div> <div> <div>Numerical Order</div> <table> <tr><td>Experience:</td><td>114,400</td></tr> <tr><td>Gold Coins:</td><td>0</td></tr> <tr><td>No. Defeated:</td><td>1</td></tr> <tr><td>Total Experience:</td><td>114,400</td></tr> <tr><td>Total Gold Coins:</td><td>0</td></tr> <tr><td>Item Dropped:</td><td>Dark Robe</td></tr> </table> <div> <div>Description</div> <div>Now heret of the spirit of an insufferable scourge, this sorry skeleton has no will of its own, moving instead at the whims of dark forces. Best lay it to rest for good.</div> </div> </div>	Experience:	114,400	Gold Coins:	0	No. Defeated:	1	Total Experience:	114,400	Total Gold Coins:	0	Item Dropped:	Dark Robe
Experience:	???																								
Gold Coins:	???																								
No. Defeated:	2																								
Total Experience:	162,000																								
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Item Dropped:	N/A																								
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Gold Coins:	0																								
No. Defeated:	1																								
Total Experience:	114,400																								
Total Gold Coins:	0																								
Item Dropped:	Dark Robe																								

161

Zoma

Numerical Order



✕ Perform Action

Primary Habitat

Zoma's Citadel

Experience: 0

Gold Coins: 0

No. Defeated: 1

Total Experience: 0

Total Gold Coins: 0

Item Dropped: N/A

Description

Lord of the Underworld and Baramos's master. Having doomed Alfard to eternal night, his plans to rule both realms were scuppered by a valiant hero.

162

Xenlon

Numerical Order



✕ Perform Action

Primary Habitat

Citadel Tower

Experience: 41,204

Gold Coins: 7

No. Defeated: 7

Total Experience: 288,428

Total Gold Coins: 49

Item Dropped: Orichalcum Claws

Description

A draconic deity and the eternal keeper of the heavens. Dignified and gracious, Xenlon takes great interest in certain human pastimes, and is surprisingly fond of a fight.

163

Grand Dragon

Numerical Order



✕ Perform Action

Primary Habitat

Temple of Trials

Experience: 0

Gold Coins: 39,373

No. Defeated: 1

Total Experience: 0

Total Gold Coins: 39,373

Item Dropped: N/A

Description

A five-headed dragon of golden display that was thought the stuff of legend. Only those the Goddess has smiled upon are permitted to bask in its glory.

All Mini Medal Locations

This page has everything you need to know about Mini Medals 🏅!

Mini Medals 🏅 as many of you DQ fans may know already, are THE collectible in the game. Unlike other games where collectibles are completely useless, Mini Medals in Dragon Quest games are incredibly important because they allow you to get some amazing items and equipment. If you get them at the time you're "supposed" to get them, every single piece of equipment is an upgrade. Of course with time they become obsolete, but it's a good reason to explore and keep your party equipped with some of the best equipment.

Anyway, the game has a whopping **110 Mini Medals** 🏅 so we're going to be exploring all over the place.

Ok, so you get Mini Medals 🏅, but WHERE do you exchange them? Well, in the initial town of [Aliahan](#) there's a well in the southeastern corner of it.



Down the well you can find a house where you can turn them in and get your rewards. These rewards are as follow:

REWARD	🏅 Needed
Thorn Whip	2
Leather Dress	3
Garter	5
Edged Boomerang	8
Silver Platter	12
Prayer Ring	15

Strength Ring	20
Scholar's Specs	23
Agility Ring	27
Staff of Resurrection	30
Weightlifter's Belt	35
Agility Gilet	40
Dragontail Whip	50
Stealth Suit	60
Flametang Boomerang	65
Mercury's Bandana	70
Scourge Whip	75
Dragon Claws	80
Astraea's Abacus	85
Dragon Robe	90
Blessed Bikini	95
Goddess Shield	100
Gringham Whip	105
Exotoga	110



Now, where are they? Below I'll be listing them **PER AREA**. I was planning on doing them as you come across them, but that just makes it harder for you to spot which one you've missed.

Aliahan

1

Aliahan Castle (1F), inside a barrel inside the southeastern room.



2

Inside the house on the southeastern corner of town. In the drawer on the second floor. You can only enter the house during nighttime.



Aliahan Region

Secret spot west of Aliahan (you need to fly to get it). It's behind the large rock on the right side of the area.



Shrine of Plains

In a barrel on the western side.



Dreamer's Tower

- 1 Chest on the southern side of the second floor.



- 2 On the third floor, inside the chest near the center.



Little Shrine (Aliahan Region)

Inside the pot behind the old man.



Romaria

1 Inside the house north of the monster arena, inside a pot.



2 Inside the castle, check the southeastern fountain.



3 Inside the cell at the top of the northwestern tower in the castle. You need the Ultimate Key to open it.



Romarian Outpost

Inside the pot near the entrance (outside).



Romaria Region

Southeast of Khoryv, on the eastern side of the mountain range is a **secret spot**.



In here check the pot under the tree to find the Mini Medal.



Khoryv

- 1 At the bottom right grave next to the church.



- 2 Inside the house on top of the tavern, check the barrel in the bottom left corner.



Skyfell Tower

In a chest located on the 4F.



Norvik

On the second floor of the inn, check the bag hanging on the wall.



Faerie Village

Behind the large rock south of the item shop.



Underground Lake

Inside a chest on floor B1.



Asham

Inside the southwestern building, the one with the belly dancers. You need the Ultimate Key to open the room on the right, then check the stool.



Nordy's Grotto

Check the barrel behind Nordy.



Desert Shrine

Pot in here.



Ibis

- 1 Inside a pot in the weapon shop.



- 2 Check the graves in front of the inn.



- 3 In Ibis Palace, in a chest in the northeastern corner of the first floor.

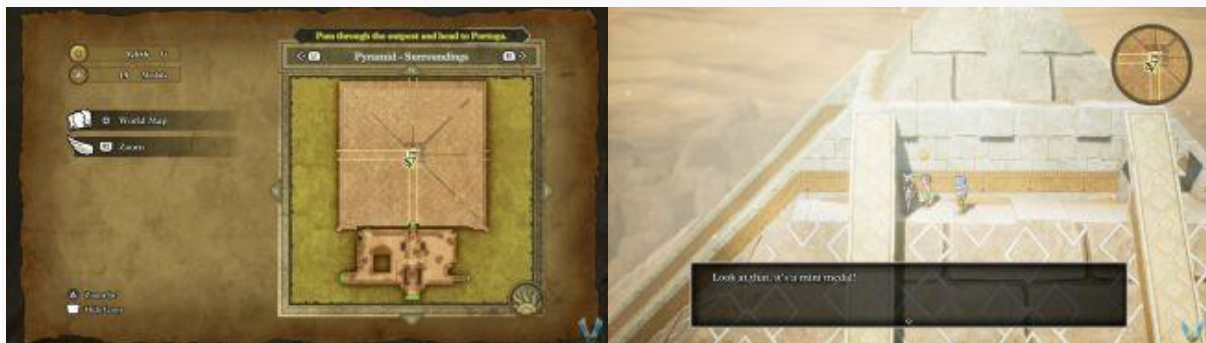


Pyramid

- 1 Inside a chest on the northwestern corner of the first floor. You reach this part of the floor by coming down from 2F.



- 2 At the very top of the pyramid.



Portoga

- 1 Inside the hole in the southwestern corner of the city.



- 2 In the back of the shops where the horse is. Check the hay to find it.



Baharata Region

On the southern side of the large sandy area west-northwest of Baharata.



Baharata

- 1 Inside the inn, in a drawer in the second room.



- 2 At the pavilion on the southeastern corner of the town, check the left side.



Alltrades Abbey

- 1 Check in front of the top right statue of the main building.



- 2 Behind the priest.



Kidnapper's Cave

Northern side of the first floor.



Tower of Transcendence

In a chest on the third floor.



Great Forest Region

In the southwestern secret spot, from the center check the ground to the right, near the bottom right where the rock and little plant are.



Wayfarer's Inn

Inside the drawer in the right room.



Mur

- 1 Inside a pot on the second floor of the weapon shop.



- 2 On the floor behind the silver door in the shop building.



Lanson

In between the large building on the northern side and the building to the right. It's hidden on the ground.



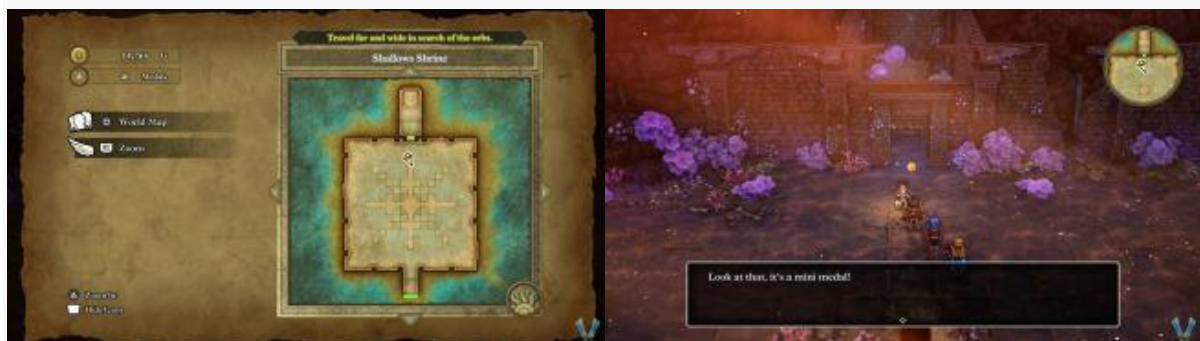
Edina

Southwestern corner of the eastern garden.



Shallows Shrine

Check the floor behind the chest.



Teleportal Shrine

Behind the water in the center.



Olivia's Promontory

Check in between the teleporters. You need the Ultimate Key for this one.



Pirates' Den

1 Barrel on the northern side of the building.



2 Inside the cell in the basement.



Pirates' Den Region

In the secret spot west-northwest of the den. It's near the western exit.



ipang

1 Inside the underground room west of the church icon.



2 Inside the northern most building, check the pot on the eastern side.



Orochi's Lair

In a chest on the floor B2.



Persistence

Inside a pot in the northern house.



Persistence Region

Secret spot west of Persistence (you need Ramia to reach it.) It's inside a barrel.



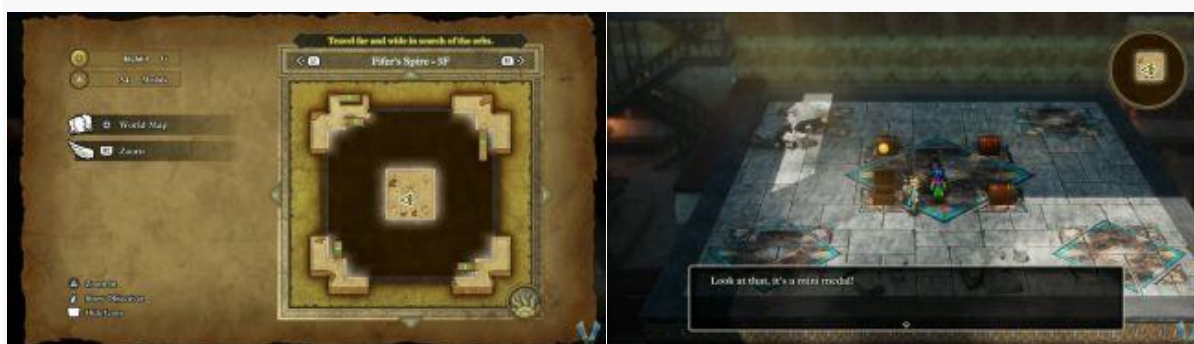
Grimland

Inside the chest in the southwestern corner.



Fifer's Spire

On the third floor's central platform. Drop down from the fifth floor.



Fifer's Spire Region

Northwest of the tower is a lake. Enter the secret spot west of it and in here check the rock in the northwestern corner to find it.



Gaia's Navel

In floor B3, check the chest next to the Blue Orb.



Manoza Region

1 In the secret spot northwest of the Wayfarer's Chapel.



2 In the secret spot west of town, across the mountains. In here check the bottom of the right path.



Manoza

- 1 Check the top right grave.



- 2 Inside a barrel in the castle's kitchen.



- 3 Inside the cells down in the jail of the castle.



Manoza Cave

Inside a chest on floor B2.



Theddon

In the northeastern poison puddle.



Theddon Region

In the secret spot southeast of town. It's hidden in the ground in the upper left corner.



Ghost Ship

Inside a barrel in the locked room on floor B1.



Shrine of Shackles

Inside the northwestern cell.



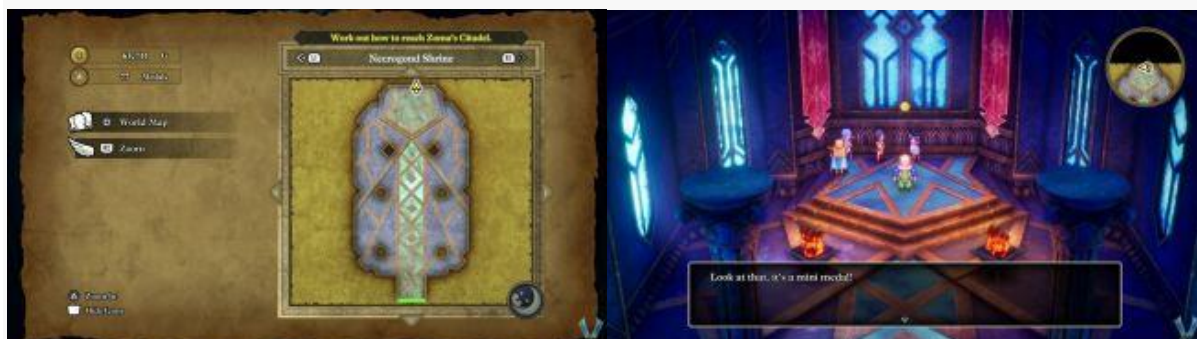
Maw of the Necrogond

On floor L2, near the center. It's hidden in the ground.



Necrogond Shrine

Hidden in the wall behind the old man.



Shrine of the Everbird

Before going up the ladder, check the upper right corner.



Baramos's Lair

1 Check the left side of the bed in the cell in floor B1, Passageway.



2 The throne in the Throne Room.



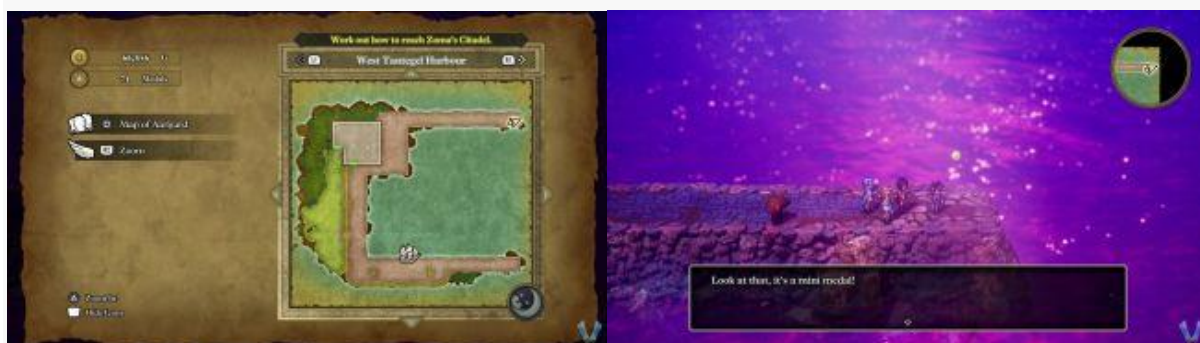
Castle of the Dragon Queen

Northern most point of the castle.



West Tantegel Harbour

Check at the end of the northern pier.



Tantegel

1 Before crossing the bridge to the bridge, the left side.

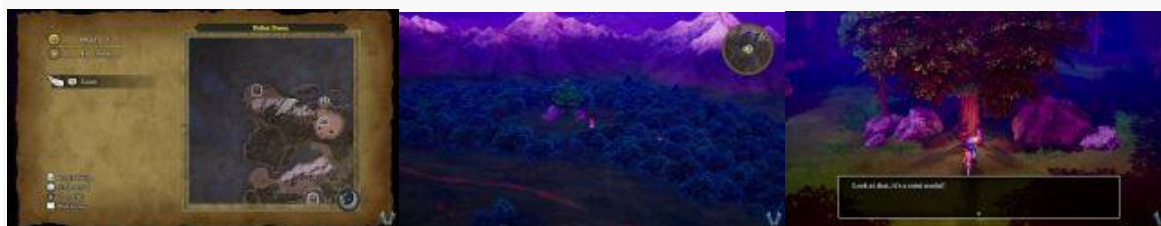


2 inside the barrel in the kitchen.



Tantegel Region

In the secret spot in the forest northwest from town (directly west from Talontear Tunnel). It's hidden in the ground in front of the large middle tree.



Galen's House

Inside the drawer in the corner.



Craggy Cave

Floor B2, on the western side.



Damdara

Inside the right "horse bed" in the stable.



Cantalin

Northwestern corner of the town.



Shrine of the Spirit

Middle of the room on floor 2F.

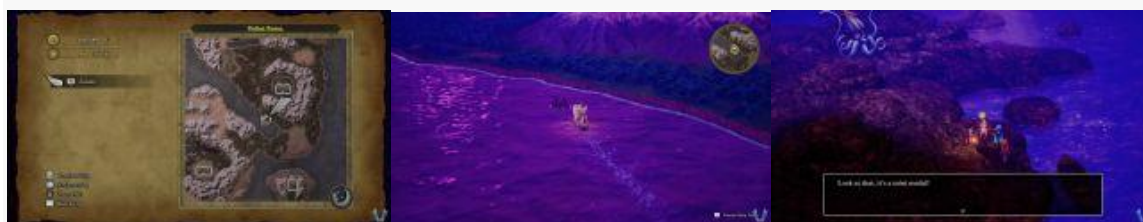


Rimuldar Region

- 1 In the secret spot northwest of town, near the lake.



- 2 In the secret spot in the water south of town.



Rimuldar

Inside the cell next to the church.



Kol

In the hot springs.



Quagmire Cave

At the end of the long straight path going south.



Tower of Rubiss

In the central floor of floor 3F.



Tower of Rubriss Region

In the secret spot on the island southwest of the tower. It's hidden in the upper left corner.



Sanctum Region

In the secret spot southwest of the island. The Mini Medal is on the left side of the middle rock.



??? Dungeon (post game)

1 The only chest on the Pyramid floor of the dungeon.



2 In a chest on the Underground Lake floor of the dungeon.



Cloudsgate Citadel

- 1 Inside the pot in the cell area.



- 2 In the pot in the room with the huge cauldron.



Citadel Tower

On floor 2F, inside the chest in the center.



Temple of Trials

- 1 You can find this one in the northeastern trial.



- 2 You can find this one in the northwestern trial.



Stat Seed Locations

This page has many of the attribute seeds you can find in the game. These are single use and increase your stats when used. This page doesn't contain every single one since they're not collectibles, but also note that you can get these from enemy drops.

Seed of Agility

- 1 In the basement of the Dreamer's Tower, on the northern side behind the red door.



- 2 On the eastern side of the river in the Aliahan Region.



- 3 Inside Romaria Castle, in a barrel on the northwestern corner.



- 4 In a sparkle on the world map between Khoryv and Skyfell Tower.



- 5 In Norvik, inside the southwestern house.



- 6 Sparkle in the forest east of Norvik.



- 7 In the Pyramid, on the fourth floor.



- 8 In Aliahan Castle, northwestern room behind the blue door.



- 9 Sparkle west of Portoga.



- 10 Sparkle in the large sandy area west-northwest of Baharata.



- 11 In Alltrades Abbey, pot on the southern side of the inn area.



- 12 In the forest southeast from Tower of Transcendence, across the river.



- 13 Small island south of Baharata.



- 14 In Edina, on the outside side of the second floor, check the northeastern statue.



- 15 In Manzoa Region, sparkle directly east from Manzoa.



- 16 Sparkle north of the Wayfarer's Shrine (you need Ramia to reach it.)



- 17 Sparkle southeast of Fifer's Spire (you need Ramia to reach it.)



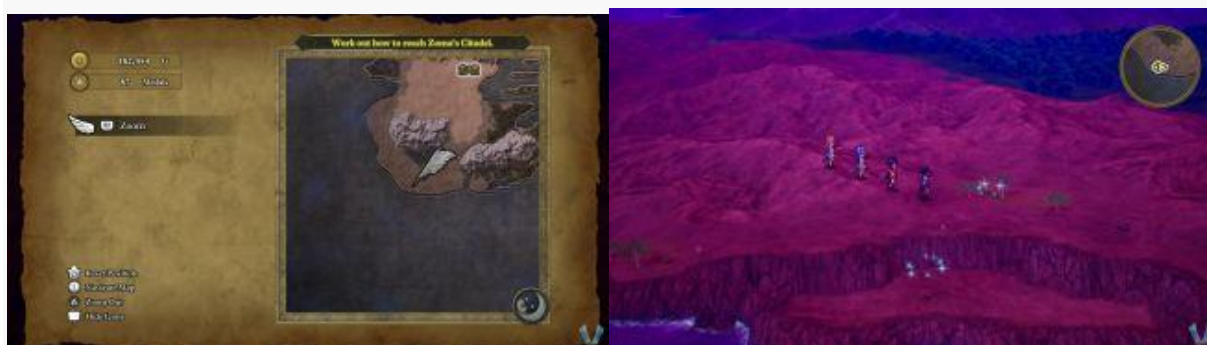
18 Sparkle in the large forested area northeast of Tantegel.



19 Sparkle in the purple pond west of Craggy Cave.



20 Sparkle to the far southern side of Damdara.



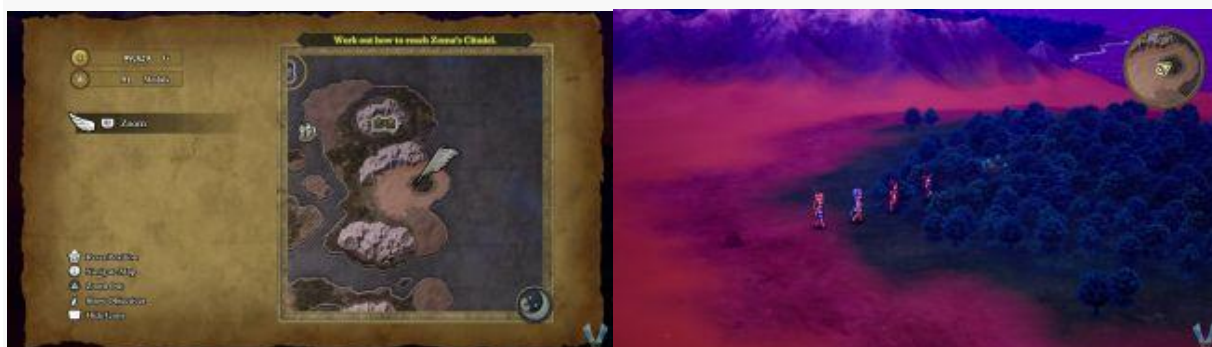
21 Sparkle in the forest south of Rimuldar.



- 22 Sparkle in the forested area west of Rimuldar.



- 23 Sparkle in the forested area surrounded by desert south of Kol.



Seed of Defense

- 1 Eastern outside area of Aliahah Castle.



- 2 Second underground floor in Promontory Passage.



- 3 In a barrel at the monster arena in Romaria.



- 4 In a secret spot north of Asham.



- 5 In Portuga, check the pot at the end of the wooden pier under the priestess.



- 6 Sparkle in the large sandy area west-northwest of Baharata.



7 In the Tower of Transcendence, pot on the first floor.



8 Sparkle southeast of Alltrades Abbey.



9 Mur, in a barrel outside the church.



10 Fifer's Spire, at the very top of the tower.



- 11 Sparkle east of the Shrine of the Everbird (you need Ramia).



- 12 Sparkle southwest of Lanson (you need Ramia).



- 13 Secret spot on the northeastern side of the Great Forest.



- 14 Sparkle southeast of Manozza, across the mountains and towards the shore (you need Ramia to reach it.)



- 15 Secret Spot on the island east of Galen's House, check the pot on the northern side.



- 16 Northeast of Tantegel, on the other side of the mountain.



- 17 Sparkle south of Craggy Cave.



- 18 Sparkle to the far southern side of Damdara.



19 A sparkle in the barren area south of Kol.



20 Sparkle southeast of the Sanctum.



21 Chest in the secret spot south of Zoma's Citadel.



22 On the floor with lava in the "???" dungeon (post game).



Seed of Life

- 1 In the Path of Promise, floor B2. It's a hidden item in the bottom left corner.



- 2 Sparkle east-southeast from the Faerie Village.



- 3 Sparkle in the forest northwest from Asham.



- 4 In the well inside Nordy's Grotto.



- 5 In Ibis Palace, in a chest in the northeastern corner of the first floor.



- 6 In the forest southeast from Tower of Transcendence, across the river.



- 7 Mur, inside the church.



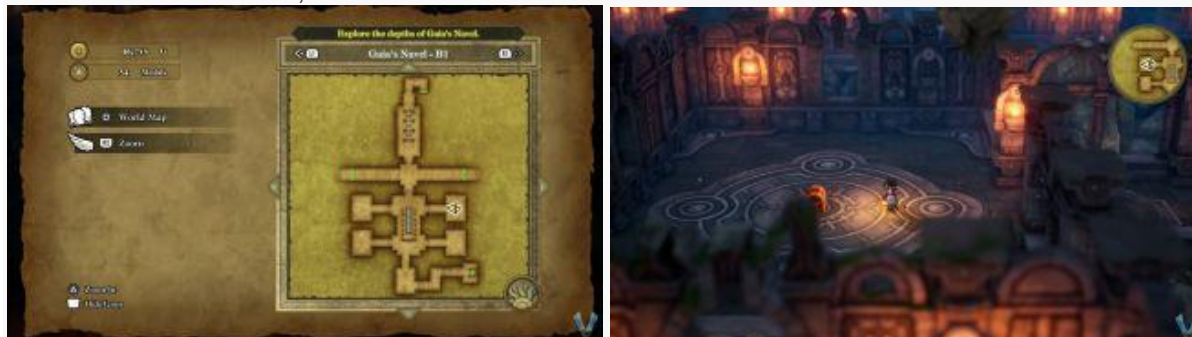
- 8 In Theddon, check the basement of the northeastern house.



9 Sparkle south of the Pirates' Den.



10 Gaia's Navel, chest on the floor B1.



11 Sparkle east of the Maw of the Necrogond.



12 Sparkle northwest of Mur (you need Ramia).



- 13 In Tantegel, inside the southeastern house, second floor.



- 14 Sparkle on the island east of Galen's House.



- 15 Necrogond Shrine, hidden in the wall behind the old man.



- 16 Sparkle northeast from the Shrine of the Spirits.



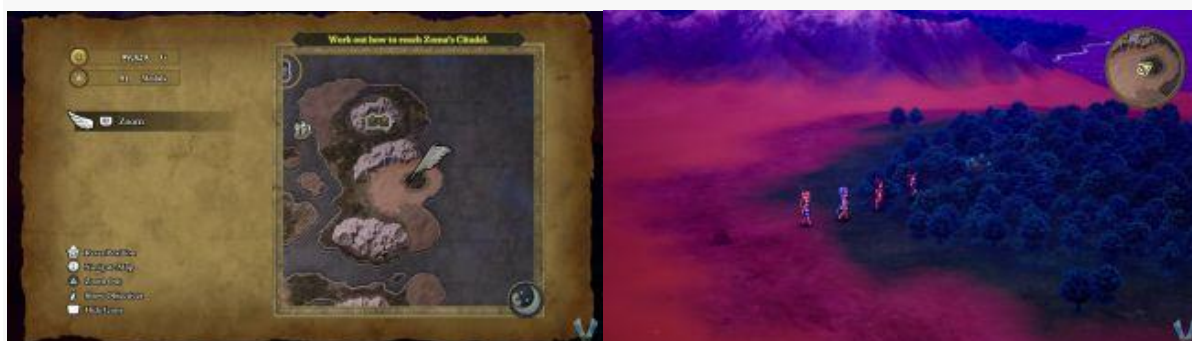
17 Sparkle at the thin paths east of Damdara.



18 In Kol, check the bag on the second floor of the item shop.



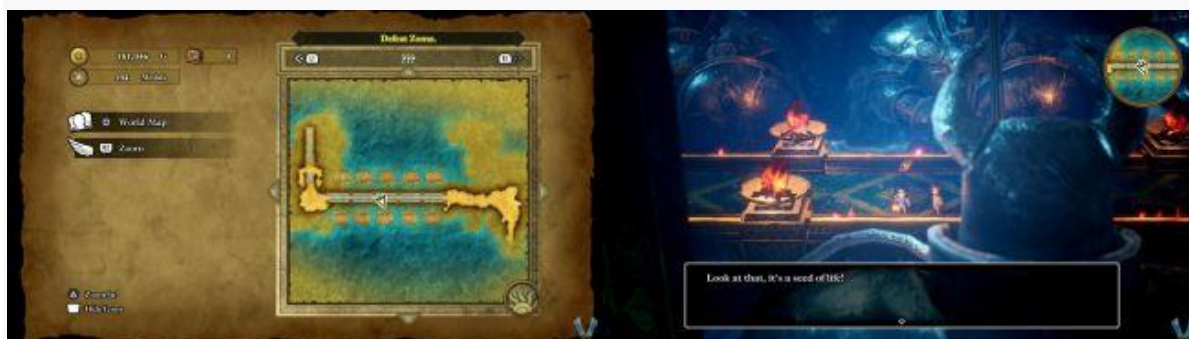
19 Sparkle in the forested area surrounded by desert south of Kol.



20 Chest in the secret spot south of Zoma's Citadel.



- 21 On the floor with the bridge and all the statues in the "???" dungeon (post game).



Seed of Luck

- 1 At the sparkle on the northern side of the western barren land in the Aliahan region.



- 2 Inside a barrel outside the inn in Romaria.



- 3 On the world map, in the barren area between Romaria and Khoryv.



- 4 Outside the inn in Asham.



- 5 In the Pyramid, on the second floor, check the pot in the southwestern corner.



- 6 In the Romanian Outpost, B1. Check the bottom of the left steps.



- 7 In Portuga, in a barrel outside the locked building north of the church.



- 8 South-southeast from Olivia's Promontory.



- 9 In Alltrades Abbey, check the pot on the right side of the large main building.



- 10 Sparkle southeast of Alltrades Abbey.



- 11 In Lanson, in a pot inside the equipment shop.



12 Lozami, the grave on the western side of the town.



13 Persistence, inside the pot outside the northern house.



14 Sparkle on the northern island.



15 The sparkle northwest of the Wayfarer's Chapel in the Manoza Region.



16 Sparkle south of the volcano Mt. Negrogond.



17 Sparkle east of the Shrine of the Everbird (you need Ramia).



18 Sparkle east of Ibis (you need Ramia to reach it.)



19 In the secret spot next to the previous seed (#18).



20 In Tantegel, inside the bag in the inn.



21 Secret spot on the western side of the forested area northeast of Tantegel. You need a ship to get to it.



22 Sparkle on the island south of the Tower of Rubiss.



23 In Damdara, check the bottom left corner in the well.



24 Sparkle to the far southern side of Damdara.



25 Sparkle at the thin paths east of Damdara.



26 Sparkle in the forested area east of Rimuldar.



27 In Rimuldar, check the pot in the southwestern corner.



28 A sparkle in the barren area south of Kol.



29 In a sparkle on a lip of land on the western side of the land where Rimuldar is.



30 In a sparkle in the ??? region (post game).



Seed of Magic

- 1 Behind the fountain on the northern courtyard of Aliahan Castle.



- 2 In the Faerie Village, on the left side of the patriarch's house.



- 3 Sparkle in the forest northwest from Asham.



- 4 In Baharata, check the barrel west of the inn.



- 5 Southeast of Baharata, across the bridge.



- 6 In the Tower of Transcendence, pot on the first floor.



- 7 On a little piece of land southeast from Olivia's Promontory. You need the ship for this one.



- 8 Large island north of Olivia's Promontory, on the southwestern corner.



- 9 In Lanson, check the pot behind the item shop.



- 10 In Jipang, the northern most building, check the pot in the kitchen in the northwestern corner.



- 11 In Manoza, check the barrel between the inn and the church.



- 12 In Tantegel, the little patch of flowers next to the equipment shop.



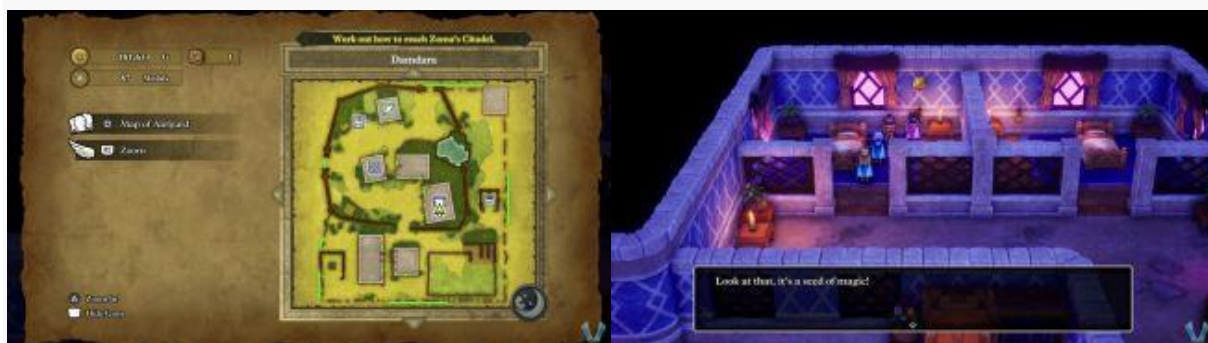
- 13 Necrogond Shrine, hidden in the wall behind the old man.



- 14 Sparkle in the purple pond west of Craggy Cave.



- 15 In Damdara's Inn, bag on the second floor of the inn.



- 16 Sparkle at the thin paths east of Damdara.



17 In Kol, check the bag on the second floor of the item shop.



18 Northern most side of Kol.



19 Small island southeast from Quagmire Cave.



20 In a sparkle on a lip of land on the western side of the land where Rimuldar is.



- 21 In Zoma's Citadel, hidden on the square with electricity on the eastern side on floor 1F.



Seed of Stamina

- 1 Sparkle west of Aliahan.



- 2 In Asham, check in between the northeastern item shop and the other building.



- 3 Southeast from Baharata, the sparkle at the southeastern tip of land.



- 4 In the Shrine of the Dwarf, check the barrel on the right.



- 5 In the Pirates' Den, the pot on the northern side of the building.



- 6 Sparkle in the barren area northwest of the Fifer's Spire (you need Ramia to reach it.)



- 7 Sparkle southeast of Manozza, across the mountains and towards the shore (you need Ramia to reach it.)



1 Your room.



2

Sparkle north of the wooden sign northwest of Aliahan.



3

On the eastern side of the river in the Aliahan Region.



4

In the throne room of Romaria Castle. Check the pot in the southwestern corner.



5

In Norvik, check inside the northeastern house.



- 6 In the forest before the desert between Asham and Ibis.



- 7 Sparkle on the world map east-northeast from Ibis.



- 8 In the Pyramid, on the fourth floor.



- 9 In Aliahn Castle, northwestern room behind the blue door.



10 In Portuga, inside the locked building.



11 In Portuga, in a pot at the end of the western most pier.



12 South-southeast from Olivia's Promontory.



13 Sparkle northeast from Wayfarer's Inn.



- 14 In Aliahan, inside the cell in the basement. You need the Ultimate Key for this.



- 15 In the Pirates' Den, barrel outside the building.



- 16 In Jipang, inside the underground room west of the church icon.



- 17 In Jipang, the northern most building, check the pot on the eastern side.



18 Sparkle on the northern island.



19 The sparkle northwest of the Wayfarer's Chapel in the Manozha Region.



20 In Manozha, check the eastern house.



21 Sparkle northeast of Skyfell Tower (you need Ramia to reach it.)



22 Sparkle south-southwest of Asham (you need Ramia to reach it.)



23 Sparkle northwest of Theddon (you need Ramia to reach it.)



24 Little piece of land surrounded by mountains east of Alltrades Abbey (you need Ramia to reach it.)



25 Sparkle in the barren area northwest of the Fifer's Spire (you need Ramia to reach it.)



26 Sparkle in the large forested area northeast of Tantegel.



27 In the secret spot in the water southwest of Craggy Cave.



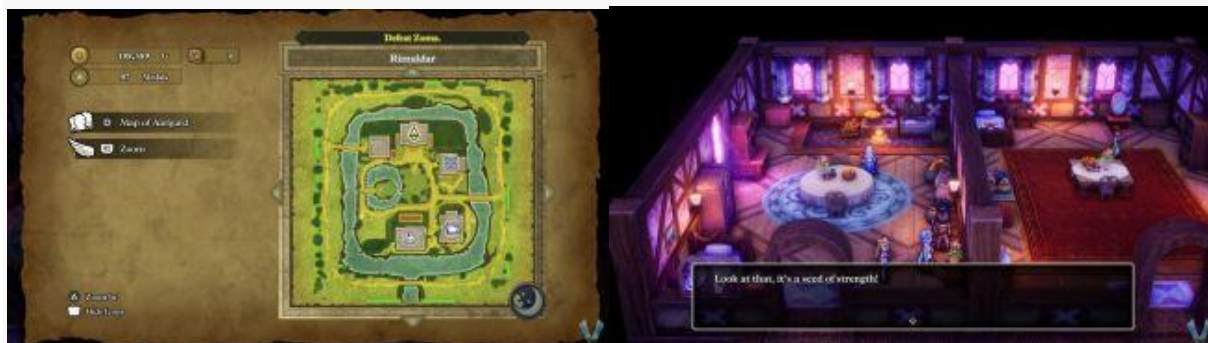
28 Sparkle in the forested area west of Damdara.



29 Sparkle near the lake northwest of Rimuldar.



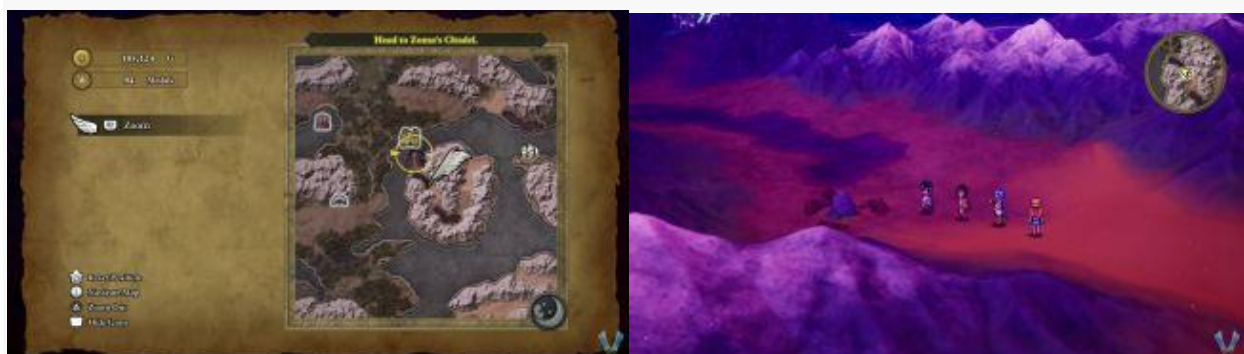
30 Inside the northern building in Rimuldar.



31 Sparkle northeast of Kol, on the other side of the mountain.



32 Chest in the secret spot south of Zoma's Citadel.



33 First floor of the Cloudsgate Dungeon (post game).



- 34 On the floor with the bridge and all the statues in the "???" dungeon (post game).



Seed of Wisdom

- 1 Inside the northeastern house in Reeve, check the pot.



- 2 In the Path of Promise, floor B3. Inside one of the pots in the middle path.



- 3 Sparkle southeast of the Faerie Village.



- 4 Sparkle in the forest east of Norvik.



- 5 Sparkle southeast from Ibis, right before the poison puddle in the corner.



- 6 In the Pyramid, on the second floor, open the chest on the western side of the floor.



- 7 In Ibis Palace, in a chest in the northwestern corner of the first floor.



- 8 Southeast from Baharata, the sparkle at the southeastern tip of land.



- 9 Inside the Kidnapper's Cave.



- 10 Large island north of Olivia's Promontory, on the southwestern corner.



- 11 Sparkle at the end of the peninsula northwest of Mur.



- 12 In Jipang, inside the house east of the church icon, check the bag on the wall.



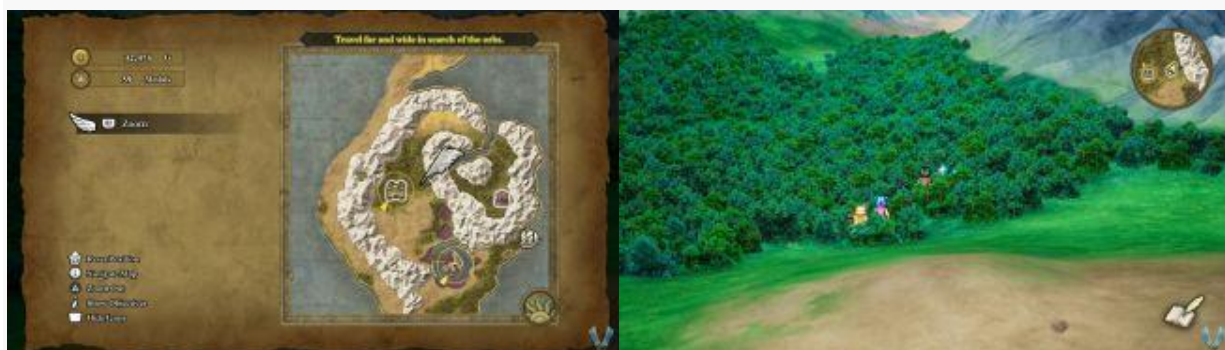
- 13 Gaia's Navel, chest on the floor B1.



- 14 In Manozza's Monster Arena, barrel on the right side.



- 15 In Manozza Region, sparkle directly east from Manozza.



16 Sparkle west of the Shrine of the Everbird (you need Ramia).



17 Secret spot northwest of Baharata (you need Ramia to reach it.)



18 Sparkle on the island south of the Tower of Rubiss.



19 In Dandara, pot in the southwestern house.



20 Sparkle southeast of the Sanctum.



All Friendly Monster Locations

Friendly Monsters are scattered all throughout the world and you won't be able to recruit them all until you get to the final boss of the game. Oh sorry, by that I meant the final super boss in the post game. It's right before it actually so there'll be a lot of grinding before you can get the last one!

That being said, I've separated all of the monsters by species. There are some species that have several monsters, making them stronger while some of them are only one and are strong already.

Note that each monster has a name and you learn it once you get them to join. This name though will be different based on which monster of the family you meet first. For example, you find a Slime in the first town called "XX" and then another one later on called "YY". Now imagine I find your YY Slime first. For me it'll be called XX, then I go to the first town and grab that slime, it'll be called YY. Something like that. What I'm getting at here is to NOT look for them via name but by species and location.

Another thing to note is that while many of them will join by you just approaching them, some of them will run away. There are various reasons for this and you'll need to do something different every time:

- **You smelly funny:** Use a Musk item before approaching.
- **Notices you:** Go invisible by either using a Fading Jenny or using the Fade spell.
- **Hears you and runs away:** Use the thief's Padfoot ability

Note that for all of these, if you have a Monster Wrangler in your party you don't need to do any of the above.

Antgobbler

Gobblebert

Secret Spot, between Romaria and Khoryv



Antony

Underground Lake, floor B2 on the western side.

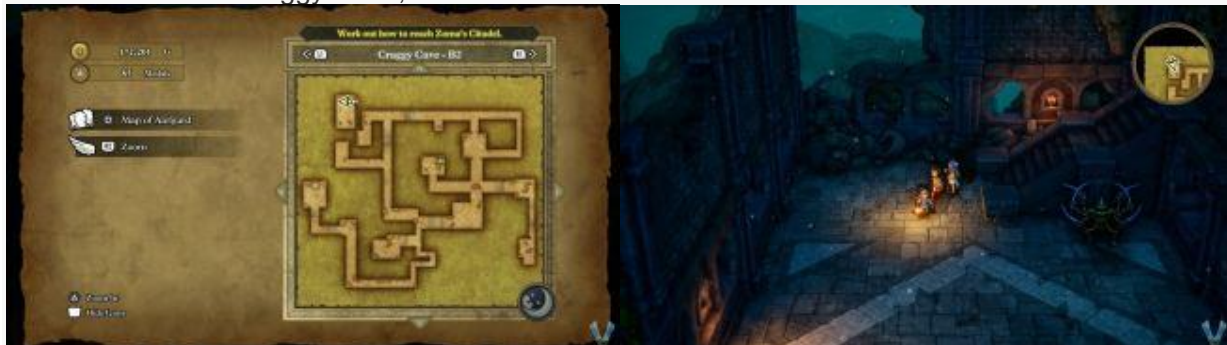


Armful

Armstrong Baramos's Lair, near the northeastern side of the area. Appears during the night only.



Armadeus Craggy Cave, on the floor B2. Go down the northwestern staircase in floor B1.



Bag O' Laughs

Smiley Northwestern corner of Asham.



Laugh-a-Lot Theddon, inside the "inn" during the day



Chortley In Reeve, talk to the kid next to the horse at night (you need Ra's Mirror to get it.)



Baramonster

Barry Moss In the Temple of Trials.



Boreal Serpent

Boris Secret spot northeast from Khoryv (you need Ramia).



Bubble Slime

Bub 2F of Skyfell Tower.



Anjellica Ibis Palace, throne room. Check the bottom left side during NIGHTTIME to find it.



Cannibox

Lecter Inside the Kidnapper's Cave.



Yum-Yum Fifer's Spire, on the third floor's central platform. Drop down from the fifth floor.



Catula

Alutac Tower of Transcendence, second floor.



Luna Jupang, under the tree behind the house on the eastern side. You need a Fading Jenny item to get it.



Chimaera

Polly Secret spot southwest of Damdara.

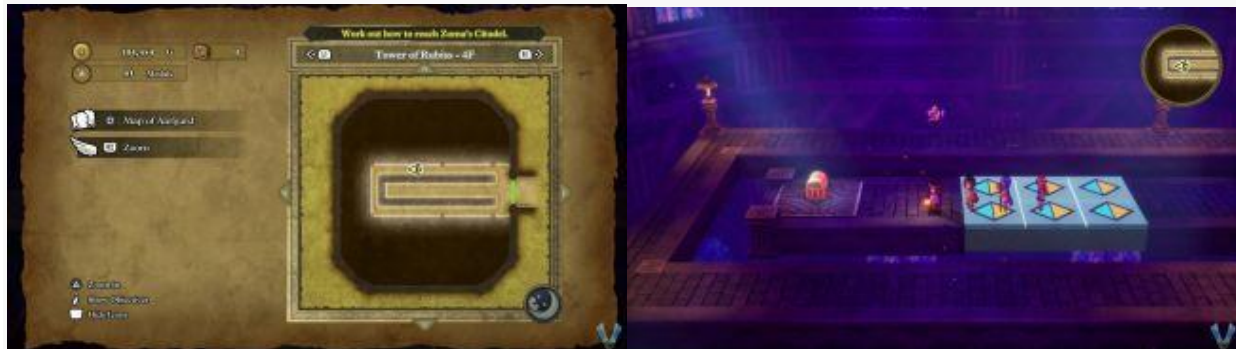


Buddy Rimuldar, outside the northwestern house.



Slinky

Tower of Rubiss, fourth floor inside the middle room.



Crone Ranger

Hagatha In Dreamer's Tower, talk to the woman outside the inn at night (you need Ra's Mirror to get it.)

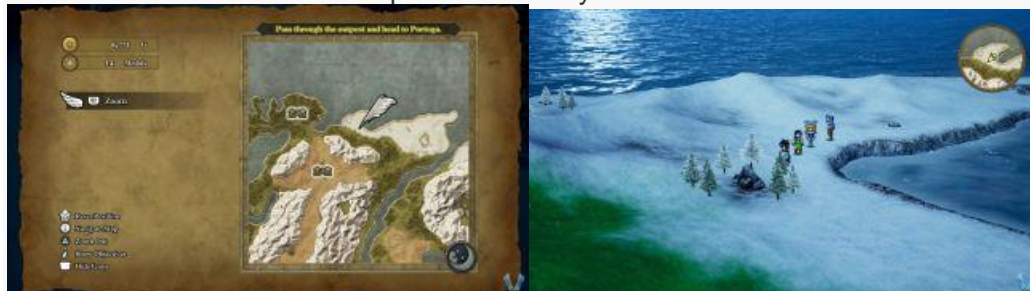


Quagmire Cave, NPC near the center.



Cucaulus

Cloud Secret Spot in the snowy area east from Norvik



Rainey

Secret Spot south-southwest from Olivia's Promontory.



Fluffy

In Edina, on the outside side of the second floor, check the eastern statue.



Cureslime

Curie

In Lanson, Among all the trees in the northeastern corner.



Meddie In Castle of the Dragon Queen, go left from the main door (outside). Only appears during dusk.



Mendy

Southeastern corner of the Cloudsgate Citadel (post game).



Elysium Bird

Beaker

Secret Spot, western side of Aliahan Region (you need Ramia to reach it.)



Cronus

Secret spot on the island southeast of Quagmire Cave.



Firn Fiend

Frosty

Secret spot in the water west of the Shrine of the Everbird.



Franticore

Frantico In floor 4F of Citadel Tower (post game). Runs away so use a Musk before approaching.



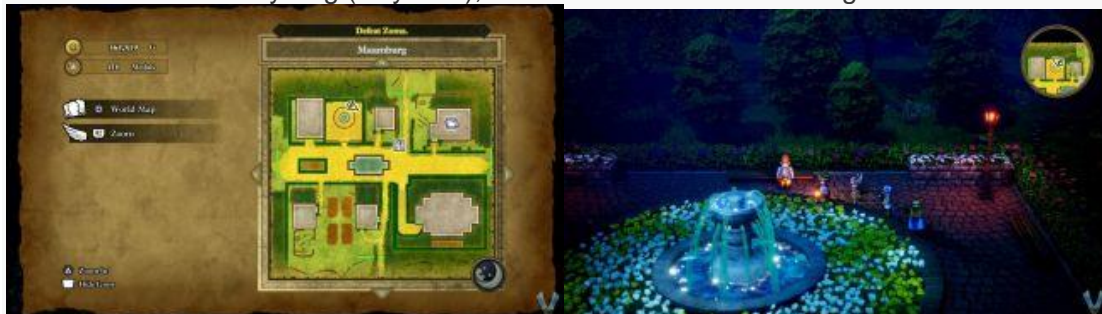
Gold Golem

Goldirox Secret spot south of Rimuldar.



Goodybag

Pearl In Cityburg (fully built), check the fountain area at night. You need Ra's Mirror.



Jules

In Talontear Tunnel, northeastern corner of the first floor.



Great Keeper

Goldie

In the Temple of Trials.



Green Dragon

Green Giant

Secret spot southeast of Craggy Cave.



Scales

On the floor with lava in the "???" dungeon (post game).



Handsome Crab

Pinchy

Lozami, outside the eastern house. Appears at dusk only.



Secret spot east-northeast of the Shrine of the Dwarf.



Healslime

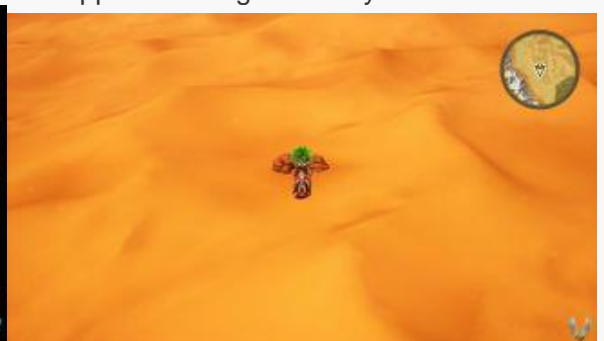
Healie

Khoryv



Fixer

Secret spot northwest from Ibis. Appears during dusk only.



Healiza

Secret spot in the water south of Lanson.



Heedoo Voodoo

Youdoo

Secret spot northwest of Wayfarer's Chapel. Appears only during Dusk.



Whoodoo

Secret spot west of Theddon



Hocus-Poker

Mike

Talk to the NPC in the southwestern corner of Damdara. You need Ra's Mirror.



Hoodlum

Hoodwink

Secret spot on the northeastern side of the Great Forest.



Hoodunnit Northwest of the Fifer's Spire tower is a lake. Enter the secret spot west of it and in here check the rock in the northwestern corner to find it.



Imp

Forker

Pirates' Den, on the bed in the northwestern corner.



Prongley

In Edina, check the king's bedroom at night.



Shellvey

Inside the Pyramid, 3F. The little girl (you need Ra's Mirror to get it.)



Damon Secret spot east-northeast of Teleportal Shrine. Talk to the cat (you need Ra's Mirror to get it.)



Infernal Serpent

Soaron

Secret spot south of Zoma's Citadel.



Liquid Metal Slime

Quicksilver

On floor B3 in Zoma's Citadel.



Lump Shaman

Manny Secret spot southeast of Fifer's Spire, in the edge where the mountain range and the water connect.



Genghis Pirates' Den, speak to the woman in the northeastern room (you need Ra's Mirror to get it.)



Magmalice

Alice Floor B1 in Orochi's Lair.



Man O' War

Jellie

Secret spot north of Reeve. It appears during Dusk only.



Sting

Secret spot west of Asham, on the other side of the mountains. Sail to it from the Shrine of Promise



Mermaniac

Mercurio

Secret spot east-southeast of the Shallows Shrine.

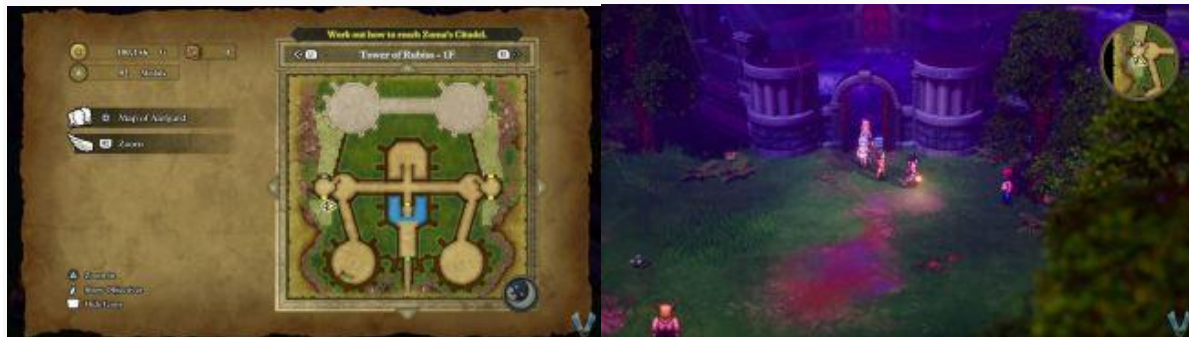


Merida Secret spot on the little island south of the Shrine of Promise, speak to the woman (you need Ra's Mirror to get it.)



Triton

Tower of Rubiss, first floor on the western side.



Metal Slime

Steelie

Romarian Outpost, in the basement. You need the Ultimate Key.



Alloy

Secret spot in the ??? area (this is the post game first area).



Mimic

Death

Maw of the Necrogond, on floor L3.



Famine

Secret spot east of Ibis (you need Ramia to reach it.)



Minidemon

Lucy

Manoza, ceiling of the castle.



Balam

Persistence, horse near the eastern entrance (you need Ra's Mirror to get it.)



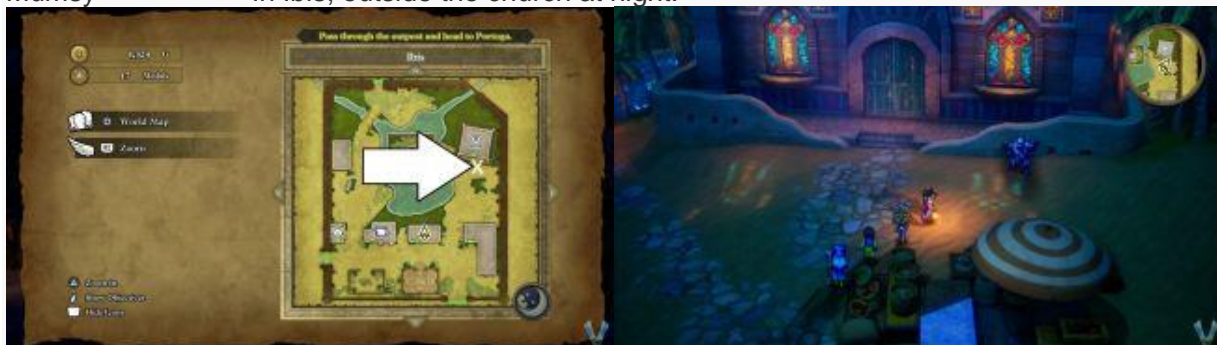
Lilith

Cantalín, outside the building on the western building.



Mummy

Mumsy In Ibis, outside the church at night.



Imhoep Manoza, graveyard during the night. It's the NPC there and you need the Ra's Mirror item.



Mushroom Mage

Mush Secret spot behind (west) the Kidnapper's Cave.



Schroominger Secret spot southwest of the Portoga Lighthouse.



Overtoad

Ribbert

Baharata, outside the western building.



Amphoebe

Jipang, between the rice fields in southeastern corner.



Croaker

Secret Spot in Lanson Region, outside Gaia's Navel.



Prestidigitator

Trixie

Secret Spot, between Khoryv and Skyfell Tower



Hoodini

Secret Spot northwest of Portuga.



Maggie

Path of Promise, floor B2. Speak to the man near the pit (you need Ra's Mirror to get it.)



Spellie

In Castle of the Dragon Queen, go left from the main door (outside). Only appears during morning.



Rampage

Baatholomewe

Grimland, behind the northwestern bush.



Ramsdale

Secret spot north-northwest of the Pirates' Den.



Raven Lunatic

Edgar

Faerie Village during the night, southwestern corner.



Allan

Secret Spot southeast of Baharata.



Restless Armor

Arthur

Secret Spot at the end of the peninsula south of Asham.



Percival

Secret spot east-southeast from Alltrades Abbey.



Bedivere

Gaia's Navel, go left or right from the fork near the center of floor B1.



Galahad

Secret spot north-northwest of Persistence (you need Ramia to reach it.)



Rockbomb

Rocky

Manoza Cave, on floor B2.



Blasty Norvik, person sleeping on the western side of the inn (you need Ra's Mirror to get it.)



Seaslime

Marin Portoga, on the docks at night.



Schwimmer Secret spot in the ocean northwest from Edina.



Shelley Secret spot in the water southwest of Craggy Cave.



Shell Slime

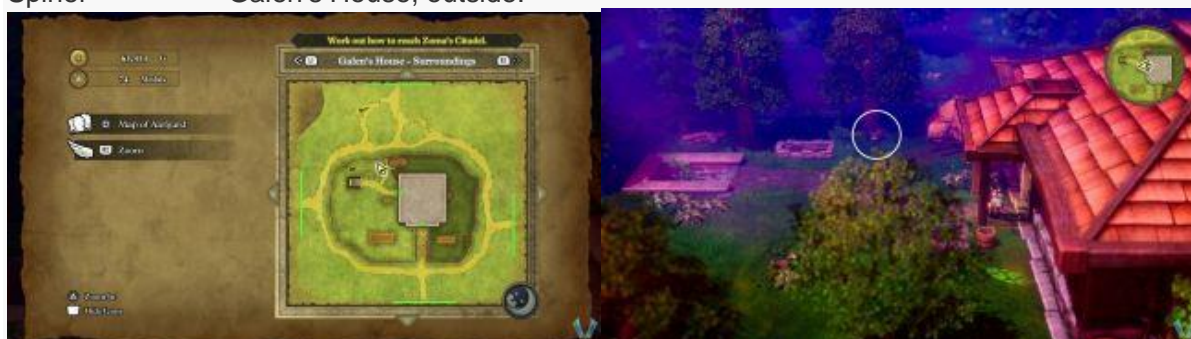
Shella Mur, northeastern dock



Oozey Necrogond Shrine, northeastern side.



Spinner Galen's House, outside.



She-Slime

Sheila Tantegel, behind the castle.



Abigoo

Northwestern corner of the Sanctum.



Oozebeth

In the jail area of the Cloudsgate Citadel.



Silhouette

Silly

Teleportal Shrine, talk to the priest in the center (you need Ra's Mirror to get it.)



Casper

Down the well in Kol.



Slime

Splatrick
Simon

Joins automatically.
Alltrades Abbey, northeastern corner during the night.



Torijammer In Aliahan, inside the cell in the basement. You need the Ultimate Key for this.



Gootrude Secret spot in the barren area northeast of Tantegel (past the mountain range).



Goobert In the Temple of Trials, south of the starting point



Soaring Scourger

Sky On floor B4 in Zoma's Citadel.



Spiked Hare

Harry Secret Spot, between Norvik and Faerie Village



Hornbert Romaria, during the night, behind the bush on the right side of the fountain.



Squidzilla

Tenda

Ghost Ship, northern side.



Nky

In the secret spot in the water south of Rimuldar.



Troll

Trevor

Maw of the Necrogond, on floor L3.



Ursa Major

Bobo

In Castle of the Dragon Queen, go left from the main door (outside). Only appears during the night.



Walking Corpse

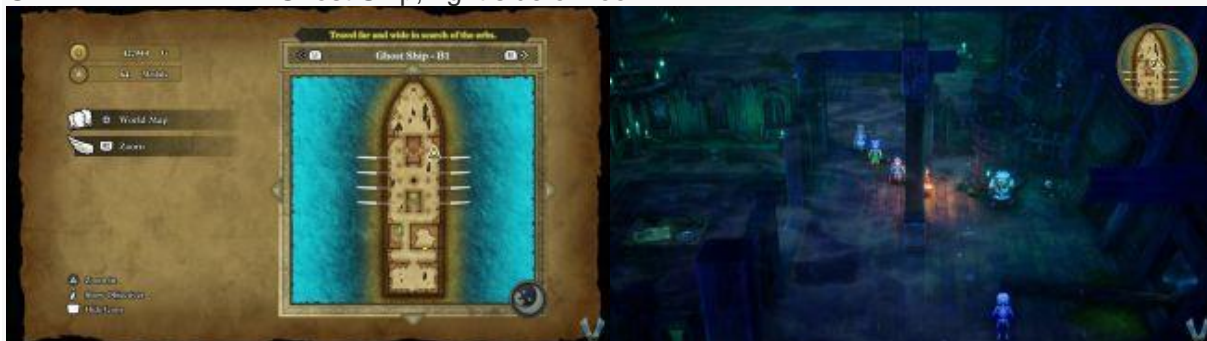
Hel Theddon, basement of the northeastern house (nighttime only)



Hades Secret spot east of Persistence



Grim Ghost Ship, right side of floor B1.



Whackanape

King Strong Secret Spot northwest of Mur.



Joe Secret spot north-northeast of the Wayfarer's shrine.



Wyrtle

Zippy Lozamii, western side.



Turgon Secret spot south of Cityburg



Wyrtoise

Torgon Secret Spot on the island east of Galen's House.



Xenlon

Xenwong In the Temple of Trials, on the northern trial (last one).



All Secret Spot Locations

As you play through the game you can find hidden spots while traversing the world map. These don't appear on your world map and will not be marked on it even if you find and enter them. They usually have items to collect or an NPC to talk to. They are not collectibles so there's no need to find them all. Do note that some of them have Mini Medals and others have a friendly monster (some have both). These are already listed in their respective pages and may not be here.

Aliahan Region

- 1 It's the lone tree west of Reeve. This one has a chest under the tree with **Divine Dagger**.



- 2 In the barren zone on the eastern side of the island, check the northeastern corner of it to find a lone tree surrounded by rocks.



- 3 Northwest of the Dreamer's Tower.



- 4 In the ocean, north of Reeve.



- 5 Secret Spot, western side of Aliahan Region (you need Ramia to reach it.)



Romaria Region

- 1 The rock in the middle of the forest directly north of Romaria Road. There's a pot on the left side of the rock that has **Full Moon Ring** while the barrel on the right has **Strong Medicine**.



- 2 On the world map, in the barren area between Romaria and Khoryv, check the tree on the right side. In this area you can find the friendly monster **Gobblebert**.



- 3 Little island south of the Shrine of Promise.



Khoryv Region

- 1 On the world map between Khoryv and Skyfell Tower, it's at the end of the peninsula going west from the bridge that connects both lands.



- 2 Directly south from the Skyfell Tower is a tree that looks different. Inside you can find a pot with **Slime Earrings**.



- 3 Southeast from the town, on the other side of the mountain range.



Norvik Region

- 1 In between Norvik and the Faerie Village.



- 2 In the snowy area east from Norvik.



Asham Region

- 1 In the barren area north of the city.



- 2 To the far south of the city, at the tip of the land.



- 3 West of Asham, on the other side of the mountains. Sail from the Shrine of Promise to get there.



Ibis Region

- 1 Northwest of the city.



- 2 East-southeast from the Pyramid.



- 3 East of the city (you need Ramia to reach it.)



Portoga Region

- 1 In the forest northwest from the city.



- 2 Southwest of the Portoga Lighthouse.



Baharata Region

- 1 South-southwest from Olivia's Promontory.



- 2 Southeast from Nordy's Grotto.



- 3 On the southern side of the large sandy area west-northwest of Baharata.



- 4 Southeast of town. Cross the bridge south of it and follow the cliffside southeast to reach it.



- 5 Behind (west) the Kidnapper's Cave.



- 6 Northwest of the town, in between the lakes (you need Ramia to reach it.)



Mur Region

- 1 Directly west from the town, across the river.



- 2 Southwest from Mur, across the lake.



- 3 Northwest of Mur.



Lanson Region

West of Gaia's Navel.



Persistence Region

West of Persistence (you need Ramia to reach it.)



Theddon Region

1 You can find this one northeast of the Wayfarer's shrine.



2 Southeast of town.



Fifer's Spire Region

1 Southeast of the tower, in the water.



2 North-northwest of the tower, next to the lake.



Teleportal Shrine Region

East-northeast of the shrine, in the ocean.



Pirates' Den Region

1 West-northwest of the den.



2 North-northwest of the den.



Necrogond Region

- 1 Northeast of the Necrogond Shrine.



- 2 Southeast of Maw of the Necrogond (you need Ramia to reach it.)



Shrine of the Everbird Region

Southwest of the Shrine of the Everbird.



Tantegel Region

- 1 In the forested area west of Talontear Tunnel.



- 2 You can find this one in the barren area northeast of the city (past the mountain range).



- 3 In the forested area northeast of Tantegel.



- 4 In the forested area northeast of Tantegel. You need a ship to get to it.



The screenshot is split into two panels. The left panel shows the game's map interface. At the top, a quest objective reads "Work our way to reach Zanna's Citadel." Below this, there are icons for "ITEMS & COIN" and "Map" (labeled "Map" and "Map"). A "Zanna" icon is also visible. The map itself shows a river flowing through a landscape with mountains and a small boat. The right panel shows a 3D landscape view of a river flowing through a dense forest. A small circular icon in the top right corner shows a character's head. The bottom of the screen features a navigation bar with icons for "Map", "Inventory", "Quests", "Items", and "Skills".

Damdara Region

Southwest of town.

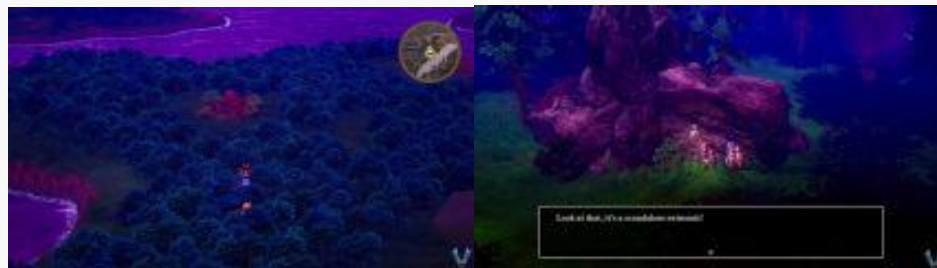


Cantalin Region

1 At the lake west of town, the lake that connects with Damdara region.



2 Near the thin paths east of Damdara.



3 In the desert area northeast of town (on the other side of the mountains).



Rimuldar Region

- 1 In the barren area to the south of town.



- 2 Northwest of town, on the southern part of the lake.



- 3 On a lip of land on the western side of the land where Rimuldar is.



- 4 In the water south of town.



Kol Region

- 1 Northeast of town, on the other side of the mountain.



- 2 In the desert area south of Kol.



Sanctum Region

Southwest of the island, in the middle of the sea.



Zoma's Citadel Region

Directly south of the citadel.



??? Region

Secret spot in the ??? area (this is the post game first area).



Personality Book Locations

Personality Books in Dragon Quest 3 allow you to change the personality of your Hero (or any other party member) permanently. These COULD be considered useless if you spent hours "rerolling" (sounds like a gacha game now) until you get your party members with the personalities you want.

That being said, personalities affect the growth of your characters, and can be important in certain occasions. For example, if you have a Priest or a Mage and their personality favors strength and stamina over wisdom. In cases like that, these books are super useful. Don't worry though because there are also accessories that allow you to change personalities (if only it was that easy, huh?). These of course only work while the accessory is equipped, but still it's better than nothing!

Aristocrat

1

- **Book Name:** Primm's Primer
- **Location:** Romaria, outside the castle, check the brazier to the right of the entrance.



2

- **Location:** Sparkle on the world map north-northeast of Ibis.



3

- **Location:** King's room in Edina.



4

- **Location:** Cantalin, second floor of the western building.



Clown

1

- **Book Name:** Look, No Pants
- **Location:** Asham, inside the northern building. You need the Magic Key.



2

- **Location:** Dandara, southwestern house.



Crybaby

1

- **Book Name:** The Saddest Story Ever Told
- **Location:** Norvik, inside the southwestern house.



2

- **Location:** Portoga, in the hole on the southwestern corner of the city.



3

- **Location:** Sparkle on the island west of Edina.



Daredevil

1

- **Book Name:** Leap before You Look
- **Location:** Ibis Palace, room on the first side (first floor).



2

- **Location:** Lozamii, southeastern house.



Genius

1

- **Book Name:** The Eureka Moment
- **Location:** Church in Romaria



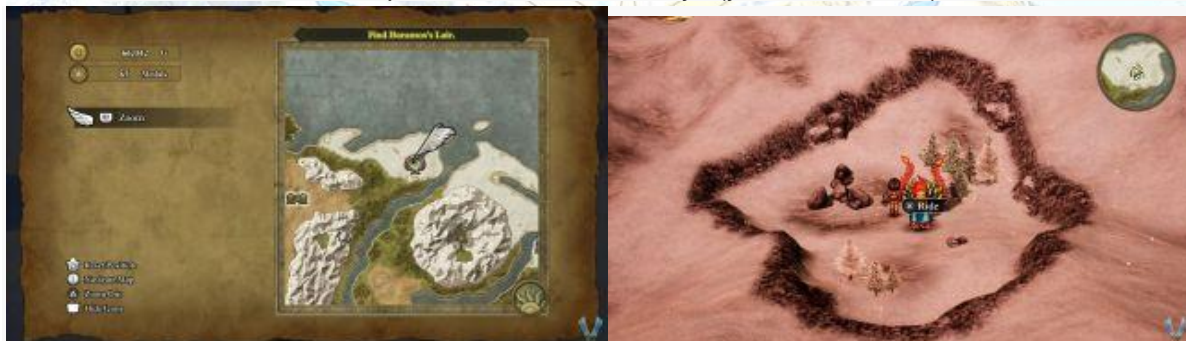
2

- **Location:** Southern building in Ibis



3

- **Location:** Secret spot northeast from Khoryv (you need Ramia).



- **Location:** Cantalin, second floor of the western building.



Good Egg

- **Book Name:** Being a Better Person
- **Location:** Cantalin, second floor of the western building.



Happy Camper

- **Book Name:** Loving Living: A Grinner's Guide
- **Location:** Sparkle on the world map north-northeast of Ibis.



2

- **Location:** Lozamii, northern house.



3

- **Location:** Tantegel, second floor of building right of the church.



Meathead

1

- **Book Name:** Diary of a Hardman
- **Location:** Northern house in Reeve



2

- **Location:** Sparkle southwest of Mur, across the lake.



Paragon

1

- **Book Name:** The Champion's Code
- **Location:** Lozamii, southeastern house.



2

- **Location:** Cantalin, second floor of the western building.



Slippery

1

- **Book Name:** Would I lie to you?
- **Location:** Romaria Castle, King's bedroom.



2

- **Location:** Lanson, barrel behind the inn.



Sore Loser

1

- **Book Name:** Fail Is a Four-Letter Word
- **Location:** Ibis Palace, room on the first side (first floor).



2

- **Location:** Lozamii, southeastern house.



3

- **Location:** Cantalin, second floor of the western building.



Spoilt Brat

- **Book Name:** Tears before Bedtime
- **Location:** Tantegel, second floor of building right of the church.

Tear Away

1

- **Book Name:** The Girl's Own Annual
- **Location:** 4F Dreamer's Tower, bookshelf next to the old man.



2

- **Location:** Desert Shrine (southeast of Ibis).



3

- **Location:** Manozza, the third grave in the third row.



How to level up fast

One of the big things in RPGs is leveling up your characters, even more so in older games where you had to literally grind for hours and days in order to reach the necessary level.

The same is the case in this game. Although you don't necessarily need to grind in this game as you play through the main story, once you reach the post game and you want to tackle the post game super bosses, yeah you'll need to level up quite a bit.

Now, I'll write up some spots for you to level up alongside abilities you'll need in order to do so so strap on.

Just know that the first sections below will all revolve around killing Metal Slimes. Sadly there's no Metal King Slime in this game (or is it King Metal Slime?) so the strongest one you'll find is the Liquid Metal Slime. Both that one and the regular Metal Slime are killed in pretty much the same way.

How to kill Metal Slimes

In order to kill Metal Slime enemies pretty fast, you'll want to use certain abilities. For starters they are really fast, have a ton of defense, and super high evasion. To make things worse, they're also immune to magic so you'll need to use physical attacks. Now, let me go over what abilities you can use for these Metal Slime enemies.

- **Warrior**

- Mercurial Thrust: this one is prone to missing but it allows your party member to act before the slime, giving you a chance to kill it if it only has 1 HP left.
- Pressure Pointer: has a chance of instantly kill the slime.
- Sword Dance: hits 4 times to random enemies. If there's only 1 slime alive it tries to hit it 4 times.
- Metal Slash: always hits the Metal Slime for 1 HP but can sometimes hit for 2.

- **Martial Artist**

- Hawkeye Claw: guaranteed hit.
- Critical Claim: always hits a critical hit. Uses a lot of MP.

- **Mage / Sage**

- Puff: transforms you into a dragon. Their fire breath hits all enemies and will instantly kill enemies. Bad thing is that it's a move that requires 2 turns so you'll have to be lucky for the enemies not to run away.

- **Thief**

- Assassin's Stab: can instantly kill an enemy.

- **Monster Wrangler**

- Call of the Wild: pretty much Sword Dance from the Warrior. Hits enemies randomly 4 times.
- Monster Pile-On: stronger version of Call of the Wild.

Early-ish Game

Your first real farming spot is the [Tower of Transcendence](#). Here's where you can first encounter Metal Slimes. Well, they're not technically the first spot (can appear outside Olivia Promontory) but it's the first spot where they appear more often and in groups of several (I think 8 was the max I saw).



Anyway, in the tower you simply want to run around fighting these Metal Slimes when they appear. It seems the higher up the tower the more they spawn, but I cannot confirm.

To make your life easier, one thing you can do is use the **Whistle** ability from a Gadabout. This allows you to instantly start a fight without the need to run around. It's also highly recommended to run away if the fight doesn't have a Metal Slime.

Each Metal Slime killed gives you around 1,200 EXP to the whole party.

Post Ship Game

Once you get your ship in Portoga, the next area you can visit is the large island where the **Teleportal Shrine** is in the northeastern corner of the map.



Running around out here has Liquid Metal Slimes appear. These guys are the exact same as the normal Metal Slimes, but have a couple more HP points. They do give you a whopping 12,000+ EXP per kill so they are really good.

Pre Baramos Fight

If you feel like you need some extra levels before the fight against Baramos, then you can farm some levels in his lair. You can also find some Liquid Metal Slimes, but unlike the island from the previous section, the normal enemies you encounter here also give you a lot more EXP so it's worth fighting them all. Not much more to say.

Post Baramos Fight

After the fight against Baramos we go to a new world of sorts . In this place you'll want to go to the second island EAST from Galen's House. Here you can find more Liquid Metal Slimes BUT, similar to the section about the "Pre Baramos Fight", the monster here are much stronger and give you tons of EXP. I believe the Liquid Metal Slimes can also appear in groups, giving you a chance to level up even more.



Post Game

After you roll credits and start the post game, it's absolutely necessary for you to level up. The best spot to do this is in the [??? dungeon](#). This is the dungeon that appears once you've beat the game.

In this dungeon you can find a lava floor that resembles Orichi's Lair dungeon. In here you can encounter an enemy called **King Hydra**. This is the same boss you fought near the end of the game, but it's a regular enemy here. It can come in battles of just one alongside other random enemies, or in groups of 3.





This enemy alone gives you over 26,000 EXP. Of course it has the all same attacks as when it was a boss so expect a lot of sleeping and fear. In order to farm here, there's a couple of things I recommend.

1. Probably the most important one is to set your difficulty to **Dracky Quest**. This prevents you from dying, which is fantastic because they can easily kill you, especially if you're up against 3.
2. Use attacks that hit several times like a Monster Wrangler's "Monster Pile-On" and a Warrior's "Sword Dance". Magic like Kasap also works wonders.
3. A Thief's ability "Hypnowhip" is great because it has a high chance of confusing the King Hydra, preventing them from making you sleep.
4. Equip accessories to lower the chance of falling asleep or prevents status ailments.
5. If you happen to have a turbo controller, this is the place to use it.

And that's about it really. Each fight will actually take a while so go watch some anime or something while you grind. Also remember that it's a fantastic way to level up your party's other jobs. Here I personally changed between several jobs, and had my Hero go from lv. 47 to lv. 99. Took like 15 hours and I wanted to go crazy haha.

Sadly I don't think there's a way to increase obtained EXP **BUT** note that you CAN increase the EXP you obtain by removing party members. For the King Hydra for example, 26,000 EXP is you get when you fight with 4 party members. Remove them to increase this EXP.



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